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Unique solved — akulsareen

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

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

Filters: none

Count: 978

- 1.**
2146A
[Equal Occurrences](#) · [Tutorial](#)
Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[akulsareen's solution](#)
- 2.**
2133B
[Villagers](#) · [Tutorial](#)
Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[akulsareen's solution](#)
- 3.**
2133A
[Redstone?](#) · [Tutorial](#)
Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[akulsareen's solution](#)
- 4.**
2112A
[Race](#) · [Tutorial](#)
Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[akulsareen's solution](#)
- 5.**
2051B
[Journey](#) · [Tutorial](#)
Quality: 39,770 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[akulsareen's solution](#)
- 6.**
2051A
[Preparing for the Olympiad](#) · [Tutorial](#)
Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[akulsareen's solution](#)
- 7.**
1957A
[Stickogon](#) · [Tutorial](#)
Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[akulsareen's solution](#)
- 8.**
1523A
[Game of Life](#) · [Tutorial](#)
Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[akulsareen's solution](#)
- 9.**
1513A
[Array and Peaks](#) · [Tutorial](#)
Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[akulsareen's solution](#)

10.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[akulsareen's solution](#)

11.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[akulsareen's solution](#)

12.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[akulsareen's solution](#)

13.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[akulsareen's solution](#)

14.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[akulsareen's solution](#)

15.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[akulsareen's solution](#)

16.

676A

[Nicholas and Permutation](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[akulsareen's solution](#)

17.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[akulsareen's solution](#)

18.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,768 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[akulsareen's solution](#)

19.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[akulsareen's solution](#)

20.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,264 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math
[akulsareen's solution](#)

21.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,258 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

22.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

23.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,035 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[akulsareen's solution](#)

24.

486A

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

Quality: 154,173 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: implementation, math

[akulsareen's solution](#)

25.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2014-08-27 · GNU C++ (first AC) · Tags: implementation, math

[akulsareen's solution](#)

26.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: brute force, math

[akulsareen's solution](#)

27.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

28.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[akulsareen's solution](#)

29.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,250 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

30.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[akulsareen's solution](#)

31.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[akulsareen's solution](#)

32.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,844 global accepts · Rating: 800 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers
[akulsareen's solution](#)

33.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)

34.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)

35.

1247A

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

Rating: 900 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[akulsareen's solution](#)

36.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[akulsareen's solution](#)

37.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[akulsareen's solution](#)

38.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[akulsareen's solution](#)

39.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[akulsareen's solution](#)

40.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[akulsareen's solution](#)

41.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,711 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[akulsareen's solution](#)

42.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)

43.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

44.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[akulsareen's solution](#)

45.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

46.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings

[akulsareen's solution](#)

47.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation

[akulsareen's solution](#)

48.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

49.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: brute force, greedy

[akulsareen's solution](#)

50.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

51.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2013-06-05 · GNU C++ (first AC) · Tags: implementation, number theory

[akulsareen's solution](#)

52.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

53.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,068 global accepts · Rating: 900 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

54.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[akulsareen's solution](#)

55.

1247B1

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

Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[akulsareen's solution](#)

56.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[akulsareen's solution](#)

57.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, math

[akulsareen's solution](#)

58.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[akulsareen's solution](#)

59.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[akulsareen's solution](#)

60.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[akulsareen's solution](#)

61.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[akulsareen's solution](#)

62.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[akulsareen's solution](#)

63.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[akulsareen's solution](#)

64.

450A

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

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

- 65.**
420A
[Start Up](#) · [Tutorial](#)
Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)
- 66.**
389A
[Fox and Number Game](#) · [Tutorial](#)
Quality: 14,978 global accepts · Rating: 1000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, math
[akulsareen's solution](#)
- 67.**
299A
[Ksusha and Array](#) · [Tutorial](#)
Quality: 9,462 global accepts · Rating: 1000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings
[akulsareen's solution](#)
- 68.**
2146B
[Merging the Sets](#) · [Tutorial](#)
Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[akulsareen's solution](#)
- 69.**
2112B
[Shrinking Array](#) · [Tutorial](#)
Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[akulsareen's solution](#)
- 70.**
1957B
[A BIT of a Construction](#) · [Tutorial](#)
Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[akulsareen's solution](#)
- 71.**
1523B
[Lord of the Values](#) · [Tutorial](#)
Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[akulsareen's solution](#)
- 72.**
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
[akulsareen's solution](#)
- 73.**
869B
[The Eternal Immortality](#) · [Tutorial](#)
Quality: 15,558 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[akulsareen's solution](#)
- 74.**
869A
[The Artful Expedient](#) · [Tutorial](#)
Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[akulsareen's solution](#)
- 75.**
755B
[PolandBall and Game](#) · [Tutorial](#)
Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[akulsareen's solution](#)

76.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[akulsareen's solution](#)

77.

675A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[akulsareen's solution](#)

78.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[akulsareen's solution](#)

79.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[akulsareen's solution](#)

80.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[akulsareen's solution](#)

81.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[akulsareen's solution](#)

82.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[akulsareen's solution](#)

83.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force

[akulsareen's solution](#)

84.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

85.

197C

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

Rating: 1100 · first AC: 2014-08-29 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[akulsareen's solution](#)

86.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation

[akulsareen's solution](#)

87.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[akulsareen's solution](#)

88.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: greedy, implementation

[akulsareen's solution](#)

89.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy

[akulsareen's solution](#)

90.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2013-06-05 · GNU C++ (first AC) · Tags: dp, implementation

[akulsareen's solution](#)

91.

300A

[Array](#) · [Tutorial](#)

Quality: 27,232 global accepts · Rating: 1100 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[akulsareen's solution](#)

92.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[akulsareen's solution](#)

93.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[akulsareen's solution](#)

94.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[akulsareen's solution](#)

95.

914B

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

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[akulsareen's solution](#)

96.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[akulsareen's solution](#)

97.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[akulsareen's solution](#)

98.

776B

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

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[akulsareen's solution](#)

99.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[akulsareen's solution](#)

100.

708A

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

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

[akulsareen's solution](#)

101.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[akulsareen's solution](#)

102.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[akulsareen's solution](#)

103.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[akulsareen's solution](#)

104.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation

[akulsareen's solution](#)

105.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[akulsareen's solution](#)

106.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[akulsareen's solution](#)

107.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: implementation, math

[akulsareen's solution](#)

108.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: implementation, math

[akulsareen's solution](#)

109.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings

[akulsareen's solution](#)

110.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[akulsareen's solution](#)

111.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[akulsareen's solution](#)

112.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings

[akulsareen's solution](#)

113.

361B

[Levko and Permutation](#) · [Tutorial](#)

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[akulsareen's solution](#)

114.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[akulsareen's solution](#)

115.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

116.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, math

[akulsareen's solution](#)

117.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[akulsareen's solution](#)

118.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[akulsareen's solution](#)

119.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[akulsareen's solution](#)

120.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[akulsareen's solution](#)

121.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[akulsareen's solution](#)

122.

1247B2

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

Rating: 1300 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[akulsareen's solution](#)

123.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[akulsareen's solution](#)

124.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[akulsareen's solution](#)

125.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[akulsareen's solution](#)

126.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[akulsareen's solution](#)

127.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[akulsareen's solution](#)

128.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

129.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[akulsareen's solution](#)

130.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[akulsareen's solution](#)

131.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[akulsareen's solution](#)

132.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[akulsareen's solution](#)

133.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[akulsareen's solution](#)

134.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: greedy, math, strings
[akulsareen's solution](#)

135.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: greedy, hashing, implementation
[akulsareen's solution](#)

136.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[akulsareen's solution](#)

137.

303A

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

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[akulsareen's solution](#)

138.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings
[akulsareen's solution](#)

139.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation, math
[akulsareen's solution](#)

140.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: dp, implementation
[akulsareen's solution](#)

141.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: dfs and similar, trees

[akulsareen's solution](#)

142.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[akulsareen's solution](#)

143.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

144.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

145.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: greedy, implementation

[akulsareen's solution](#)

146.

276B

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

Quality: 32,111 global accepts · Rating: 1300 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: games, greedy

[akulsareen's solution](#)

147.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[akulsareen's solution](#)

148.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[akulsareen's solution](#)

149.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[akulsareen's solution](#)

150.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[akulsareen's solution](#)

151.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[akulsareen's solution](#)

152.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[akulsareen's solution](#)

153.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[akulsareen's solution](#)

154.

713A

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

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

[akulsareen's solution](#)

155.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[akulsareen's solution](#)

156.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[akulsareen's solution](#)

157.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[akulsareen's solution](#)

158.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[akulsareen's solution](#)

159.

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: implementation

[akulsareen's solution](#)

160.

175A

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

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

161.

550B

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

Quality: 27,462 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[akulsareen's solution](#)

162.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games

[akulsareen's solution](#)

163.

538B

[Quasi Binary](#) · [Tutorial](#)

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

[akulsareen's solution](#)

164.

538A

[Cutting Banner](#) · [Tutorial](#)

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

[akulsareen's solution](#)

165.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: dp, greedy, math

[akulsareen's solution](#)

166.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[akulsareen's solution](#)

167.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[akulsareen's solution](#)

168.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[akulsareen's solution](#)

169.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: geometry, math

[akulsareen's solution](#)

170.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: greedy, sortings

[akulsareen's solution](#)

171.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[akulsareen's solution](#)

172.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2014-08-29 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

173.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp, greedy, trees

[akulsareen's solution](#)

174.

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[akulsareen's solution](#)

175.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[akulsareen's solution](#)

176.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,026 global accepts · Rating: 1400 · first AC: 2014-06-17 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

177.

438A

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

Rating: 1400 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, sortings

[akulsareen's solution](#)

178.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[akulsareen's solution](#)

179.

389C

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

Rating: 1400 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[akulsareen's solution](#)

180.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

181.

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: brute force

[akulsareen's solution](#)

182.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: *special, implementation

[akulsareen's solution](#)

183.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[akulsareen's solution](#)

184.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[akulsareen's solution](#)

185.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[akulsareen's solution](#)

186.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[akulsareen's solution](#)

187.

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[akulsareen's solution](#)

188.

696A

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

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[akulsareen's solution](#)

189.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[akulsareen's solution](#)

190.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[akulsareen's solution](#)

191.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[akulsareen's solution](#)

192.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[akulsareen's solution](#)

193.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[akulsareen's solution](#)

194.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[akulsareen's solution](#)

195.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[akulsareen's solution](#)

196.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[akulsareen's solution](#)

197.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[akulsareen's solution](#)

198.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[akulsareen's solution](#)

199.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, math

[akulsareen's solution](#)

200.

276C

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

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[akulsareen's solution](#)

201.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy

[akulsareen's solution](#)

202.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[akulsareen's solution](#)

203.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[akulsareen's solution](#)

204.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[akulsareen's solution](#)

205.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-19 · GNU C++ (first AC) · Tags: greedy

[akulsareen's solution](#)

206.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[akulsareen's solution](#)

207.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: dp, math, matrices
[akulsareen's solution](#)

208.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[akulsareen's solution](#)

209.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: data structures, implementation
[akulsareen's solution](#)

210.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths
[akulsareen's solution](#)

211.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings
[akulsareen's solution](#)

212.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math
[akulsareen's solution](#)

213.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[akulsareen's solution](#)

214.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[akulsareen's solution](#)

215.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs
[akulsareen's solution](#)

216.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation
[akulsareen's solution](#)

217.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[akulsareen's solution](#)

218.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar
[akulsareen's solution](#)

219.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures
[akulsareen's solution](#)

220.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: *special, implementation
[akulsareen's solution](#)

221.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[akulsareen's solution](#)

222.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[akulsareen's solution](#)

223.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[akulsareen's solution](#)

224.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[akulsareen's solution](#)

225.

1503A

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Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[akulsareen's solution](#)

226.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[akulsareen's solution](#)

227.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[akulsareen's solution](#)

228.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[akulsareen's solution](#)

229.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

230.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[akulsareen's solution](#)

231.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[akulsareen's solution](#)

232.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[akulsareen's solution](#)

233.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[akulsareen's solution](#)

234.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[akulsareen's solution](#)

235.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[akulsareen's solution](#)

236.

750C

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

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

[akulsareen's solution](#)

237.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[akulsareen's solution](#)

238.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[akulsareen's solution](#)

239.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[akulsareen's solution](#)

240.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[akulsareen's solution](#)

241.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[akulsareen's solution](#)

242.

657A

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

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

[akulsareen's solution](#)

243.

626C

[Block Towers](#) · [Tutorial](#)

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

[akulsareen's solution](#)

244.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: geometry, implementation

[akulsareen's solution](#)

245.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: bitmasks

[akulsareen's solution](#)

246.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[akulsareen's solution](#)

247.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[akulsareen's solution](#)

248.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[akulsareen's solution](#)

249.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[akulsareen's solution](#)

250.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[akulsareen's solution](#)

251.

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[akulsareen's solution](#)

252.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

253.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, math, sortings

[akulsareen's solution](#)

254.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[akulsareen's solution](#)

255.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[akulsareen's solution](#)

256.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[akulsareen's solution](#)

257.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

258.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[akulsareen's solution](#)

259.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: implementation, math

[akulsareen's solution](#)

260.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: binary search, dp, greedy, implementation
[akulsareen's solution](#)

261.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: implementation, math, number theory
[akulsareen's solution](#)

262.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
[akulsareen's solution](#)

263.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: greedy, math
[akulsareen's solution](#)

264.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)

265.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation
[akulsareen's solution](#)

266.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-06-12 · GNU C++ (first AC) · Tags: dp
[akulsareen's solution](#)

267.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: math
[akulsareen's solution](#)

268.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)

269.

381C

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

Rating: 1600 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
[akulsareen's solution](#)

270.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[akulsareen's solution](#)

271.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: dp, implementation

[akulsareen's solution](#)

272.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2014-01-08 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[akulsareen's solution](#)

273.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[akulsareen's solution](#)

274.

315C

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

Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[akulsareen's solution](#)

275.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[akulsareen's solution](#)

276.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[akulsareen's solution](#)

277.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[akulsareen's solution](#)

278.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[akulsareen's solution](#)

279.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[akulsareen's solution](#)

280.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[akulsareen's solution](#)

281.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[akulsareen's solution](#)

282.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[akulsareen's solution](#)

283.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search
[akulsareen's solution](#)

284.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[akulsareen's solution](#)

285.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[akulsareen's solution](#)

286.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[akulsareen's solution](#)

287.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory
[akulsareen's solution](#)

288.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dp
[akulsareen's solution](#)

289.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs
[akulsareen's solution](#)

290.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: implementation
[akulsareen's solution](#)

291.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[akulsareen's solution](#)

292.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[akulsareen's solution](#)

293.

575D

[Tablecity](#) · [Tutorial](#)

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

[akulsareen's solution](#)

294.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[akulsareen's solution](#)

295.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[akulsareen's solution](#)

296.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[akulsareen's solution](#)

297.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[akulsareen's solution](#)

298.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: implementation, math, trees

[akulsareen's solution](#)

299.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[akulsareen's solution](#)

300.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-24 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[akulsareen's solution](#)

301.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[akulsareen's solution](#)

302.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[akulsareen's solution](#)

303.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dp, implementation
[akulsareen's solution](#)

304.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[akulsareen's solution](#)

305.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: greedy, strings
[akulsareen's solution](#)

306.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: implementation, math
[akulsareen's solution](#)

307.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs
[akulsareen's solution](#)

308.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math
[akulsareen's solution](#)

309.

450C

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

Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, implementation
[akulsareen's solution](#)

310.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 1700 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, math
[akulsareen's solution](#)

311.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation
[akulsareen's solution](#)

312.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[akulsareen's solution](#)

313.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[akulsareen's solution](#)

314.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[akulsareen's solution](#)

315.

361C

[Levko and Array Recovery](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[akulsareen's solution](#)

316.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[akulsareen's solution](#)

317.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[akulsareen's solution](#)

318.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[akulsareen's solution](#)

319.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[akulsareen's solution](#)

320.

883H

[Palindromic Cut](#) · [Tutorial](#)

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

[akulsareen's solution](#)

321.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[akulsareen's solution](#)

322.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[akulsareen's solution](#)

323.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[akulsareen's solution](#)

324.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[akulsareen's solution](#)

325.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math
[akulsareen's solution](#)

326.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings
[akulsareen's solution](#)

327.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees
[akulsareen's solution](#)

328.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
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329.

626D

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Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities
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330.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp
[akulsareen's solution](#)

331.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory
[akulsareen's solution](#)

332.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[akulsareen's solution](#)

333.

538D

[Weird Chess](#) · [Tutorial](#)

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

[akulsareen's solution](#)

334.

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[akulsareen's solution](#)

335.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[akulsareen's solution](#)

336.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy

[akulsareen's solution](#)

337.

482B

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

Quality: 7,733 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[akulsareen's solution](#)

338.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: greedy

[akulsareen's solution](#)

339.

200C

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Quality: 1,108 global accepts · Rating: 1800 · first AC: 2014-08-27 · GNU C++ (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

340.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: math, probabilities

[akulsareen's solution](#)

341.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[akulsareen's solution](#)

342.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[akulsareen's solution](#)

343.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, brute force

[akulsareen's solution](#)

344.

442B

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

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[akulsareen's solution](#)

345.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)

346.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[akulsareen's solution](#)

347.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[akulsareen's solution](#)

348.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[akulsareen's solution](#)

349.

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[akulsareen's solution](#)

350.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[akulsareen's solution](#)

351.

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

[akulsareen's solution](#)

352.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[akulsareen's solution](#)

353.

757C

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

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

[akulsareen's solution](#)

354.

750D

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

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

dp, implementation

[akulsareen's solution](#)

355.

744B

[Hongcow's Game](#) · [Tutorial](#)

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

[akulsareen's solution](#)

356.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[akulsareen's solution](#)

357.

722D

[Generating Sets](#) · [Tutorial](#)

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

[akulsareen's solution](#)

358.

708B

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

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

[akulsareen's solution](#)

359.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[akulsareen's solution](#)

360.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[akulsareen's solution](#)

361.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[akulsareen's solution](#)

362.

582B

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Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[akulsareen's solution](#)

363.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: data structures, trees

[akulsareen's solution](#)

364.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[akulsareen's solution](#)

365.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[akulsareen's solution](#)

366.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[akulsareen's solution](#)

367.

553B

[Kyoya and Permutation](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[akulsareen's solution](#)

368.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[akulsareen's solution](#)

369.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[akulsareen's solution](#)

370.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[akulsareen's solution](#)

371.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[akulsareen's solution](#)

372.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dp, probabilities

[akulsareen's solution](#)

373.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[akulsareen's solution](#)

374.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[akulsareen's solution](#)

375.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-17 · last AC: 2015-03-19 · GNU C++ (first AC) · Tags: dp, sortings
[akulsareen's solution](#)

376.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[akulsareen's solution](#)

377.

477B

[Dreamoon and Sets](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math
[akulsareen's solution](#)

378.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[akulsareen's solution](#)

379.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2014-09-23 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[akulsareen's solution](#)

380.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation
[akulsareen's solution](#)

381.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: math
[akulsareen's solution](#)

382.

367B

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

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: binary search, data structures
[akulsareen's solution](#)

383.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings
[akulsareen's solution](#)

384.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[akulsareen's solution](#)

385.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

divide and conquer, greedy

[akulsareen's solution](#)

386.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[akulsareen's solution](#)

387.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[akulsareen's solution](#)

388.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[akulsareen's solution](#)

389.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[akulsareen's solution](#)

390.

843B

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Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[akulsareen's solution](#)

391.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

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392.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[akulsareen's solution](#)

393.

696C

[PLEASE](#) · [Tutorial](#)

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

[akulsareen's solution](#)

394.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[akulsareen's solution](#)

395.

663B

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Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[akulsareen's solution](#)

396.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees
[akulsareen's solution](#)

397.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory
[akulsareen's solution](#)

398.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[akulsareen's solution](#)

399.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[akulsareen's solution](#)

400.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[akulsareen's solution](#)

401.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dfs and similar
[akulsareen's solution](#)

402.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[akulsareen's solution](#)

403.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: data structures, schedules
[akulsareen's solution](#)

404.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation
[akulsareen's solution](#)

405.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
[akulsareen's solution](#)

406.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings
[akulsareen's solution](#)

407.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-02 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

408.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: dp

[akulsareen's solution](#)

409.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

[akulsareen's solution](#)

410.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2014-08-19 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[akulsareen's solution](#)

411.

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[akulsareen's solution](#)

412.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[akulsareen's solution](#)

413.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: dp

[akulsareen's solution](#)

414.

204C

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

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: math, probabilities

[akulsareen's solution](#)

415.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

416.

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: binary search, dp

[akulsareen's solution](#)

417.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[akulsareen's solution](#)

418.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[akulsareen's solution](#)

419.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[akulsareen's solution](#)

420.

1363D

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

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[akulsareen's solution](#)

421.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[akulsareen's solution](#)

422.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[akulsareen's solution](#)

423.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[akulsareen's solution](#)

424.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[akulsareen's solution](#)

425.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[akulsareen's solution](#)

426.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[akulsareen's solution](#)

427.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[akulsareen's solution](#)

428.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[akulsareen's solution](#)

429.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp
[akulsareen's solution](#)

430.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math
[akulsareen's solution](#)

431.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[akulsareen's solution](#)

432.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[akulsareen's solution](#)

433.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths
[akulsareen's solution](#)

434.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: flows, graphs, math
[akulsareen's solution](#)

435.

540E

[Infinite Inversions](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[akulsareen's solution](#)

436.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[akulsareen's solution](#)

437.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[akulsareen's solution](#)

438.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[akulsareen's solution](#)

439.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: combinatorics, dp
[akulsareen's solution](#)

440.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees
[akulsareen's solution](#)

441.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
[akulsareen's solution](#)

442.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[akulsareen's solution](#)

443.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[akulsareen's solution](#)

444.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[akulsareen's solution](#)

445.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[akulsareen's solution](#)

446.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[akulsareen's solution](#)

447.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[akulsareen's solution](#)

448.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[akulsareen's solution](#)

449.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[akulsareen's solution](#)

450.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[akulsareen's solution](#)

451.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[akulsareen's solution](#)

452.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[akulsareen's solution](#)

453.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[akulsareen's solution](#)

454.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[akulsareen's solution](#)

455.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[akulsareen's solution](#)

456.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[akulsareen's solution](#)

457.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[akulsareen's solution](#)

458.

575B

[Bribes](#) · [Tutorial](#)

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

[akulsareen's solution](#)

459.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[akulsareen's solution](#)

460.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[akulsareen's solution](#)

461.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[akulsareen's solution](#)

462.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[akulsareen's solution](#)

463.

538E

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

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

[akulsareen's solution](#)

464.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: dp, matrices

[akulsareen's solution](#)

465.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2015-02-04 · GNU C++ (first AC) · Tags: dp, sortings

[akulsareen's solution](#)

466.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[akulsareen's solution](#)

467.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[akulsareen's solution](#)

468.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math

[akulsareen's solution](#)

469.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2014-06-20 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

470.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-06-12 · last AC: 2014-06-12 · GNU C++ (first AC) · Tags: graphs, math

[akulsareen's solution](#)

471.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: graphs, math

[akulsareen's solution](#)

472.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[akulsareen's solution](#)

473.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[akulsareen's solution](#)

474.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[akulsareen's solution](#)

475.

570E

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

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[akulsareen's solution](#)

476.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[akulsareen's solution](#)

477.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[akulsareen's solution](#)

478.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[akulsareen's solution](#)

479.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[akulsareen's solution](#)

480.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[akulsareen's solution](#)

481.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[akulsareen's solution](#)

482.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[akulsareen's solution](#)

483.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[akulsareen's solution](#)

484.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[akulsareen's solution](#)

485.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[akulsareen's solution](#)

486.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[akulsareen's solution](#)

487.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: data structures

[akulsareen's solution](#)

488.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[akulsareen's solution](#)

489.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2014-06-21 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths

[akulsareen's solution](#)

490.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[akulsareen's solution](#)

491.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[akulsareen's solution](#)

492.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[akulsareen's solution](#)

493.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[akulsareen's solution](#)

494.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[akulsareen's solution](#)

495.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[akulsareen's solution](#)

496.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[akulsareen's solution](#)

497.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[akulsareen's solution](#)

498.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[akulsareen's solution](#)

499.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[akulsareen's solution](#)

500.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[akulsareen's solution](#)

501.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[akulsareen's solution](#)

502.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[akulsareen's solution](#)

503.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[akulsareen's solution](#)

504.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[akulsareen's solution](#)

505.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[akulsareen's solution](#)

506.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[akulsareen's solution](#)

507.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp
[akulsareen's solution](#)

508.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[akulsareen's solution](#)

509.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[akulsareen's solution](#)

510.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: math
[akulsareen's solution](#)

511.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[akulsareen's solution](#)

512.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[akulsareen's solution](#)

513.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp
[akulsareen's solution](#)

514.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[akulsareen's solution](#)

515.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2015-12-17 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp
[akulsareen's solution](#)

516.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: geometry
[akulsareen's solution](#)

517.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory
[akulsareen's solution](#)

518.

175D

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

Quality: 321 global accepts · Rating: 2400 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: brute force, dp, math, probabilities
[akulsareen's solution](#)

519.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[akulsareen's solution](#)

520.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[akulsareen's solution](#)

521.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-26 · last AC: 2014-12-26 · GNU C++ (first AC) · Tags: data structures, dp, number theory
[akulsareen's solution](#)

522.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-26 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[akulsareen's solution](#)

523.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[akulsareen's solution](#)

524.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[akulsareen's solution](#)

525.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[akulsareen's solution](#)

526.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[akulsareen's solution](#)

527.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[akulsareen's solution](#)

528.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[akulsareen's solution](#)

529.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[akulsareen's solution](#)

530.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[akulsareen's solution](#)

531.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[akulsareen's solution](#)

532.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[akulsareen's solution](#)

533.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[akulsareen's solution](#)

534.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[akulsareen's solution](#)

535.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[akulsareen's solution](#)

536.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[akulsareen's solution](#)

537.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[akulsareen's solution](#)

538.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[akulsareen's solution](#)

539.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: data structures, geometry

[akulsareen's solution](#)

540.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[akulsareen's solution](#)

541.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, strings

[akulsareen's solution](#)

542.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[akulsareen's solution](#)

543.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[akulsareen's solution](#)

544.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[akulsareen's solution](#)

545.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[akulsareen's solution](#)

546.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[akulsareen's solution](#)

547.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[akulsareen's solution](#)

548.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[akulsareen's solution](#)

549.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[akulsareen's solution](#)

550.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices
[akulsareen's solution](#)

551.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers
[akulsareen's solution](#)

552.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2015-12-23 · last AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[akulsareen's solution](#)

553.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: geometry, math

[akulsareen's solution](#)

554.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[akulsareen's solution](#)

555.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[akulsareen's solution](#)

556.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[akulsareen's solution](#)

557.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2016-03-24 · last AC: 2016-03-26 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[akulsareen's solution](#)

558.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[akulsareen's solution](#)

559.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[akulsareen's solution](#)

560.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[akulsareen's solution](#)

561.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[akulsareen's solution](#)

562.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[akulsareen's solution](#)

563.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[akulsareen's solution](#)

564.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[akulsareen's solution](#)

565.

1028610

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[akulsareen's solution](#)

566.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

567.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

568.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

569.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

570.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

571.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

572.

101485J

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

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

573.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

574.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

575.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

576.

101611H

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

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

577.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

578.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

579.

101611A

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

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

580.

101611D

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

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

581.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

582.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

583.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

584.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

585.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

586.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

587.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

588.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

589.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

590.

101597D

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

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

591.

101597B

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

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

592.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

593.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

594.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

595.

101615H

[Avoiding Airports](#) · [Tutorial](#)

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

[akulsareen's solution](#)

596.

101615M

[Unsatisfying](#) · [Tutorial](#)

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

[akulsareen's solution](#)

597.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

598.

101615I

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

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

599.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

600.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

601.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

602.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

603.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

604.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

605.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

606.

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

607.

101353F

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

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

608.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

609.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

610.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

611.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

612.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[akulsareen's solution](#)

613.

100377G

[Petya and the game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

614.

100377J

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

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

615.

100377F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

616.

100377I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

617.

100377E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

618.

101262E

[Vera and Love Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

619.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

620.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

621.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[akulsareen's solution](#)

622.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

623.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

624.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

625.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

626.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

627.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

628.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

629.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

630.

100524A

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

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

631.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

632.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

633.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

634.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

635.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

636.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

637.

100153G

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

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

638.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

639.

100341C

[AVL Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

640.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

641.

100341I

[Hungry Queen 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

642.

100341H

[Perfect Lodging](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

643.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

644.

100341E

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

645.

100959H

[Random Walk](#) · [Tutorial](#)

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

[akulsareen's solution](#)

646.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

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

[akulsareen's solution](#)

647.

100491J

[Jungle Speed](#) · [Tutorial](#)

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

[akulsareen's solution](#)

648.

100491C

[Circles](#) · [Tutorial](#)

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

[akulsareen's solution](#)

649.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

650.

100883D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

651.

100883I

[Teleportia](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

652.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

653.

100883E

[xortion](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

654.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

655.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

656.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

657.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

658.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

659.

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

660.

100694C

[Modern Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

661.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

662.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

663.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

664.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

665.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

666.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

667.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

668.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

669.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

670.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

671.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-20 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

672.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-20 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

673.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

674.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

675.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

676.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

677.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

678.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

679.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

680.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

681.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

682.

100812C

[Story of Princess](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

683.

100812K

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

684.

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

685.

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

686.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

687.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

688.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

689.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

690.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

691.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

692.

100814M

[Building Force Fields](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

693.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

694.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

695.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

696.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

697.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

698.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

699.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

700.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

701.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

702.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

703.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

704.

100247G

[City Square](#) · [Tutorial](#)

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

[akulsareen's solution](#)

705.

100247K

[Three Contests](#) · [Tutorial](#)

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

[akulsareen's solution](#)

706.

100796B

[Wet Boxes](#) · [Tutorial](#)

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

[akulsareen's solution](#)

707.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

708.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

709.

100796E

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

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

710.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

711.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

712.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

713.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

714.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

715.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

716.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

717.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

718.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

719.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

720.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

721.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

722.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

723.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

724.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

725.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

726.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

727.

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

728.

100460D

[Make It Through Your Way](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

729.

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

730.

100460E

[Blood of Elves](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

731.

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

732.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

733.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

734.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

735.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

736.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

737.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

738.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

739.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

740.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

741.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

742.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

743.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

744.

100247H

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

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

745.

100247J

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

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

746.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

747.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

748.

100738F

[Sequence of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

749.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

750.

100685H

[Hunt for Treasure!](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

751.

100738C

[Rating Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

752.

100738I

[Lazy mobile users](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

753.

100738L

[Plantations](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

754.

100738E

[Pretty Buses](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

755.

100738D

[Degree Sequence Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

756.

100738A

[Fitting boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

757.

100738B

[Board with lights and switches](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

758.

100738K

[New GPU](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

759.

100739G

[Old town](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

760.

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

761.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

762.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

763.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

764.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

765.

100735B

[Retrospective Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

766.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · Java 7 (first AC) · Tags: —
[akulsareen's solution](#)

767.

100735D

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

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

768.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

769.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

770.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

771.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

772.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

773.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

774.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

775.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

776.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

777.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

778.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++ (first AC) · Tags: —
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779.

100685F

[Flood](#) · [Tutorial](#)

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780.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

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781.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

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[akulsareen's solution](#)

782.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++ (first AC) · Tags: —
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783.

100733I

[The Cool Monkeys](#) · [Tutorial](#)

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784.

100733J

[Summer Wars](#) · [Tutorial](#)

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785.

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

786.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

787.

100733B

[Ascencion](#) · [Tutorial](#)

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[akulsareen's solution](#)

788.

100733A

[Shitália](#) · [Tutorial](#)

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[akulsareen's solution](#)

789.

100733C

[Death Report](#) · [Tutorial](#)

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[akulsareen's solution](#)

790.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

791.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

792.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

793.

100314A

[Boggle](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

794.

100314B

[Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

795.

100314D

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

796.

100314F

[Inverse Addition](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

797.

100482F

[Magician Wars](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

798.

100482E

[Magical Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

799.

100482D

[Lightning](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

800.

100482I

[Searching](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

801.

100482C

[Letter Array](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

802.

100482G

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

803.

100482H

[Real Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

804.

100482J

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

805.

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

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806.

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

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807.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

808.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

809.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

810.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

811.

100610C

[Commuting Functions](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

812.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

813.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

814.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

815.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

816.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

817.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

818.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

819.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

820.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

821.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

822.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

823.

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

824.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

825.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

826.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

827.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

828.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

829.

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

830.

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

831.

100712D

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

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

832.

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

833.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

834.

100712F

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

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

835.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

836.

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

837.

100712K

[Runtime Error](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —
[akulsareen's solution](#)

838.

100712B

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

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

839.

100712E

[Epic Professor](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

840.

100712C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

841.

100712A

[Who Is The Winner](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

842.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

843.

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

844.

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

845.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

846.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

847.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

848.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

849.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

850.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

851.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

852.

100339B

[Diversion](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

853.

100339G

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

Rating: — · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

854.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

855.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

856.

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

857.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

858.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

859.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

860.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

861.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

862.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

863.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

864.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

865.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: —

[akulsareen's solution](#)

866.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

867.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

868.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

869.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

870.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · Java 7 (first AC) · Tags: —

[akulsareen's solution](#)

871.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

872.

100431A

[Achromatic Number](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

873.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

874.

100199D

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

Rating: — · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

875.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

876.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

877.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

878.

100220C

[Domino in Casino](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

879.

100220G

[Word Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

880.

100220B

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

881.

100220A

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: —
[akulsareen's solution](#)

882.

100182I

[Mosaic](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

883.

100182C

[Museum Guards](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

884.

100182H

[Robot Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

885.

100182B

[Euclid](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

886.

100182E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

887.

100182D

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

888.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

889.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-20 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

890.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

891.

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

892.

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

893.

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

894.

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

895.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

896.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

897.

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

898.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

899.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

900.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

901.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

902.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

903.

100625I

[Incognito](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

904.

100625F

[Flying Safely](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

905.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

906.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

907.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

908.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

909.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

910.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

911.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

912.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

913.

100554B

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

Rating: — · first AC: 2014-12-14 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

914.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

915.

100554I

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

Rating: — · first AC: 2014-12-14 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

916.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

917.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-09 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

918.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-09 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

919.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-09 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

920.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[akulsareen's solution](#)

921.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[akulsareen's solution](#)

922.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

923.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[akulsareen's solution](#)

924.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[akulsareen's solution](#)

925.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

926.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

927.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

928.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

929.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

930.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

931.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

932.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

933.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

934.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

935.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

936.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

937.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

938.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

939.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

940.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

941.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

942.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

943.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

944.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

945.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

946.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

947.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

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

[akulsareen's solution](#)

948.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

949.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

950.

100497K

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

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

951.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

952.

100495E

[Simple sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

953.

100495K

[Wolf and sheep](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

954.

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

955.

100495B

[Don't swear!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

956.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

957.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

958.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

959.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

960.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

961.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

962.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

963.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

964.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

965.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

966.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

967.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

968.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

969.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

970.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

971.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

972.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[akulsareen's solution](#)

973.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2014-06-12 · last AC: 2014-06-12 · GNU C++ (first AC) · Tags: dp

[akulsareen's solution](#)

974.

394B

[Very Beautiful Number](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: math

[akulsareen's solution](#)

975.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: brute force, implementation

[akulsareen's solution](#)

976.

397C

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[akulsareen's solution](#)

977.

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[akulsareen's solution](#)

978.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: implementation

[akulsareen's solution](#)