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Unique solved — alex9801

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

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

Filters: none

Count: 552

1.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#)
[alex9801's solution](#)

2.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#)
[alex9801's solution](#)

3.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)
[alex9801's solution](#)

4.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [data structures](#), [implementation](#)
[alex9801's solution](#)

5.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)
[alex9801's solution](#)

6.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,804 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#)
[alex9801's solution](#)

7.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)
[alex9801's solution](#)

8.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)
[alex9801's solution](#)

9.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)
[alex9801's solution](#)

10.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[alex9801's solution](#)

11.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
[alex9801's solution](#)

12.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[alex9801's solution](#)

13.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[alex9801's solution](#)

14.

802G1

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

Quality: 8,140 global accepts · Rating: 800 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[alex9801's solution](#)

15.

750A

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

Quality: 92,554 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[alex9801's solution](#)

16.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[alex9801's solution](#)

17.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-18 · MS C++ (first AC) · Tags: constructive algorithms, math
[alex9801's solution](#)

18.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,999 global accepts · Rating: 800 · first AC: 2014-11-24 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[alex9801's solution](#)

19.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,770 global accepts · Rating: 800 · first AC: 2014-09-29 · MS C++ (first AC) · Tags: math, number theory
[alex9801's solution](#)

20.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,191 global accepts · Rating: 800 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: greedy, implementation
[alex9801's solution](#)

21.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive
[alex9801's solution](#)

22.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[alex9801's solution](#)

23.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

24.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[alex9801's solution](#)

25.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[alex9801's solution](#)

26.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[alex9801's solution](#)

27.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[alex9801's solution](#)

28.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[alex9801's solution](#)

29.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[alex9801's solution](#)

30.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[alex9801's solution](#)

31.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation
[alex9801's solution](#)

32.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: implementation
[alex9801's solution](#)

33.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · MS C++ (first AC) · Tags: implementation
[alex9801's solution](#)

34.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2014-03-30 · MS C++ (first AC) · Tags: implementation
[alex9801's solution](#)

35.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[alex9801's solution](#)

36.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[alex9801's solution](#)

37.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[alex9801's solution](#)

38.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[alex9801's solution](#)

39.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[alex9801's solution](#)

40.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[alex9801's solution](#)

41.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[alex9801's solution](#)

42.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[alex9801's solution](#)

43.

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
[alex9801's solution](#)

44.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math
[alex9801's solution](#)

45.

500A

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

Quality: 62,687 global accepts · Rating: 1000 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation
[alex9801's solution](#)

46.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2014-11-03 · MS C++ (first AC) · Tags: implementation, math
[alex9801's solution](#)

47.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · MS C++ (first AC) · Tags: implementation
[alex9801's solution](#)

48.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[alex9801's solution](#)

49.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[alex9801's solution](#)

50.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[alex9801's solution](#)

51.

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
[alex9801's solution](#)

52.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[alex9801's solution](#)

53.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: greedy, math
[alex9801's solution](#)

54.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-09-01 · MS C++ (first AC) · Tags: brute force, implementation, math
[alex9801's solution](#)

55.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[alex9801's solution](#)

56.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[alex9801's solution](#)

57.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[alex9801's solution](#)

58.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[alex9801's solution](#)

59.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,948 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[alex9801's solution](#)

60.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[alex9801's solution](#)

61.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[alex9801's solution](#)

62.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[alex9801's solution](#)

63.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[alex9801's solution](#)

64.

908B

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

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

[alex9801's solution](#)

65.

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
[alex9801's solution](#)

66.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[alex9801's solution](#)

67.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[alex9801's solution](#)

68.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[alex9801's solution](#)

69.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[alex9801's solution](#)

70.

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
[alex9801's solution](#)

71.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry
[alex9801's solution](#)

72.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-12-01 · MS C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[alex9801's solution](#)

73.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-12-01 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[alex9801's solution](#)

74.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-01 · MS C++ (first AC) · Tags: brute force, implementation
[alex9801's solution](#)

75.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2014-03-30 · MS C++ (first AC) · Tags: implementation

[alex9801's solution](#)

76.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2019-01-28 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[alex9801's solution](#)

77.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[alex9801's solution](#)

78.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex9801's solution](#)

79.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[alex9801's solution](#)

80.

1065B

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

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

[alex9801's solution](#)

81.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[alex9801's solution](#)

82.

889A

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

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

[alex9801's solution](#)

83.

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

[alex9801's solution](#)

84.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[alex9801's solution](#)

85.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[alex9801's solution](#)

86.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[alex9801's solution](#)

87.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[alex9801's solution](#)

88.

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

[alex9801's solution](#)

89.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[alex9801's solution](#)

90.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-29 · MS C++ (first AC) · Tags: —

[alex9801's solution](#)

91.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: implementation

[alex9801's solution](#)

92.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[alex9801's solution](#)

93.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[alex9801's solution](#)

94.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[alex9801's solution](#)

95.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,589 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[alex9801's solution](#)

96.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy,

implementation

[alex9801's solution](#)

97.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[alex9801's solution](#)

98.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[alex9801's solution](#)

99.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math

[alex9801's solution](#)

100.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[alex9801's solution](#)

101.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[alex9801's solution](#)

102.

802J1

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

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[alex9801's solution](#)

103.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[alex9801's solution](#)

104.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[alex9801's solution](#)

105.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[alex9801's solution](#)

106.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[alex9801's solution](#)

107.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[alex9801's solution](#)

108.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[alex9801's solution](#)

109.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-18 · MS C++ (first AC) · Tags: brute force

[alex9801's solution](#)

110.

489C

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

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2014-12-01 · MS C++ (first AC) · Tags: dp, greedy, implementation

[alex9801's solution](#)

111.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2014-11-03 · MS C++ (first AC) · Tags: implementation, math

[alex9801's solution](#)

112.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-29 · MS C++ (first AC) · Tags: greedy

[alex9801's solution](#)

113.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: *special, implementation

[alex9801's solution](#)

114.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: *special, implementation

[alex9801's solution](#)

115.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[alex9801's solution](#)

116.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[alex9801's solution](#)

117.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[alex9801's solution](#)

118.

1161A

[Hide and Seek](#) · [Tutorial](#)

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

[alex9801's solution](#)

119.

1110C

[Meaningless Operations](#) · [Tutorial](#)

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

[alex9801's solution](#)

120.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[alex9801's solution](#)

121.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex9801's solution](#)

122.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[alex9801's solution](#)

123.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[alex9801's solution](#)

124.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[alex9801's solution](#)

125.

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[alex9801's solution](#)

126.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[alex9801's solution](#)

127.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[alex9801's solution](#)

128.

908C

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

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

[alex9801's solution](#)

129.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[alex9801's solution](#)

130.

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

[alex9801's solution](#)

131.

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

[alex9801's solution](#)

132.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[alex9801's solution](#)

133.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[alex9801's solution](#)

134.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[alex9801's solution](#)

135.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[alex9801's solution](#)

136.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, implementation

[alex9801's solution](#)

137.

403A

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

Rating: 1500 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: constructive algorithms, graphs

[alex9801's solution](#)

138.

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2014-11-03 · MS C++ (first AC) · Tags: data structures, implementation

[alex9801's solution](#)

139.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[alex9801's solution](#)

140.

409B

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-02 · MS C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[alex9801's solution](#)

141.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: *special, implementation

[alex9801's solution](#)

142.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[alex9801's solution](#)

143.

1305C

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

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[alex9801's solution](#)

144.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[alex9801's solution](#)

145.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2019-01-28 · Python 3 (first AC) · Tags: implementation

[alex9801's solution](#)

146.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[alex9801's solution](#)

147.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex9801's solution](#)

148.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[alex9801's solution](#)

149.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[alex9801's solution](#)

150.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[alex9801's solution](#)

151.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[alex9801's solution](#)

152.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: brute force, geometry, greedy, math
[alex9801's solution](#)

153.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[alex9801's solution](#)

154.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[alex9801's solution](#)

155.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[alex9801's solution](#)

156.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[alex9801's solution](#)

157.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[alex9801's solution](#)

158.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[alex9801's solution](#)

159.

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
[alex9801's solution](#)

160.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[alex9801's solution](#)

161.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[alex9801's solution](#)

162.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[alex9801's solution](#)

163.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[alex9801's solution](#)

164.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[alex9801's solution](#)

165.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[alex9801's solution](#)

166.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[alex9801's solution](#)

167.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[alex9801's solution](#)

168.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[alex9801's solution](#)

169.

678B

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

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

[alex9801's solution](#)

170.

657A

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

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

[alex9801's solution](#)

171.

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
[alex9801's solution](#)

172.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[alex9801's solution](#)

173.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[alex9801's solution](#)

174.

477A

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

Rating: 1600 · first AC: 2014-10-12 · MS C++ (first AC) · Tags: math
[alex9801's solution](#)

175.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-30 · MS C++ (first AC) · Tags: geometry, math
[alex9801's solution](#)

176.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[alex9801's solution](#)

177.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[alex9801's solution](#)

178.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[alex9801's solution](#)

179.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[alex9801's solution](#)

180.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · Python 3 (first AC) · Tags: constructive algorithms
[alex9801's solution](#)

181.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[alex9801's solution](#)

182.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[alex9801's solution](#)

183.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[alex9801's solution](#)

184.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[alex9801's solution](#)

185.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[alex9801's solution](#)

186.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[alex9801's solution](#)

187.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[alex9801's solution](#)

188.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[alex9801's solution](#)

189.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[alex9801's solution](#)

190.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[alex9801's solution](#)

191.

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

[alex9801's solution](#)

192.

678D

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

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[alex9801's solution](#)

193.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: *special, implementation

[alex9801's solution](#)

194.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[alex9801's solution](#)

195.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[alex9801's solution](#)

196.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-12-01 · MS C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[alex9801's solution](#)

197.

490C

[Hacking Cypher](#) · [Tutorial](#)

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

[alex9801's solution](#)

198.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-02 · MS C++ (first AC) · Tags: *special

[alex9801's solution](#)

199.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-02 · MS C++ (first AC) · Tags: *special

[alex9801's solution](#)

200.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[alex9801's solution](#)

201.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[alex9801's solution](#)

202.

1254B1

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

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

number theory, ternary search, two pointers

[alex9801's solution](#)

203.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[alex9801's solution](#)

204.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[alex9801's solution](#)

205.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[alex9801's solution](#)

206.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[alex9801's solution](#)

207.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex9801's solution](#)

208.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[alex9801's solution](#)

209.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[alex9801's solution](#)

210.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[alex9801's solution](#)

211.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[alex9801's solution](#)

212.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[alex9801's solution](#)

213.

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[alex9801's solution](#)

214.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

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215.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

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216.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

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217.

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · last AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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218.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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219.

883K

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

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220.

883H

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

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221.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[alex9801's solution](#)

222.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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223.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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224.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[alex9801's solution](#)

225.

800A

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Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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226.

725D

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227.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

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228.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[alex9801's solution](#)

229.

668B

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[alex9801's solution](#)

230.

626D

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

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231.

623A

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

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232.

543A

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Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: dp

[alex9801's solution](#)

233.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: dp, greedy, math, number theory

[alex9801's solution](#)

234.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-18 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, math

[alex9801's solution](#)

235.

1305D

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

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236.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[alex9801's solution](#)

237.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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238.

1200D

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Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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239.

1161B

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Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[alex9801's solution](#)

240.

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

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241.

1089F

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[alex9801's solution](#)

242.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[alex9801's solution](#)

243.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[alex9801's solution](#)

244.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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245.

981D

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[alex9801's solution](#)

246.

952B

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[alex9801's solution](#)

247.

930C

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248.

883G

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[alex9801's solution](#)

249.

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
[alex9801's solution](#)

250.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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251.

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
[alex9801's solution](#)

252.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
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253.

784F

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Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[alex9801's solution](#)

254.

757C

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

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[alex9801's solution](#)

255.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, implementation

[alex9801's solution](#)

256.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[alex9801's solution](#)

257.

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

[alex9801's solution](#)

258.

687C

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259.

685B

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260.

683G

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[alex9801's solution](#)

261.

653C

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262.

500D

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263.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-09-01 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

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264.

463C

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

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-09-01 · MS C++ (first AC) · Tags: greedy, hashing, implementation

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265.

1200E

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Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

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266.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

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267.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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268.

730I

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Quality: 2,743 global accepts · Rating: 2000 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

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269.

1070C

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Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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270.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[alex9801's solution](#)

271.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[alex9801's solution](#)

272.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[alex9801's solution](#)

273.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[alex9801's solution](#)

274.

958C2

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Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

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275.

958A2

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Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

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276.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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277.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

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278.

889B

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Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[alex9801's solution](#)

279.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[alex9801's solution](#)

280.

806B

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

[alex9801's solution](#)

281.

784G

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282.

784B

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283.

671B

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[alex9801's solution](#)

284.

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: data structures

[alex9801's solution](#)

285.

656C

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[alex9801's solution](#)

286.

490E

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Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-24 · MS C++ (first AC) · Tags: binary search, brute force, greedy, implementation

[alex9801's solution](#)

287.

1392E

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interactive, math

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288.

1254B2

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

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289.

1146D

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290.

730C

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291.

1070E

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292.

1028D

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293.

993C

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Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

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294.

960F

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295.

960D

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Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

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296.

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[alex9801's solution](#)

297.

802J2

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

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[alex9801's solution](#)

298.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

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299.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[alex9801's solution](#)

300.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[alex9801's solution](#)

301.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

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302.

793D

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Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[alex9801's solution](#)

303.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[alex9801's solution](#)

304.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[alex9801's solution](#)

305.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[alex9801's solution](#)

306.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-12-01 · MS C++ (first AC) · Tags: combinatorics, dp

[alex9801's solution](#)

307.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2014-08-19 · MS C++ (first AC) · Tags: dp, geometry

[alex9801's solution](#)

308.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[alex9801's solution](#)

309.

1305E

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

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

[alex9801's solution](#)

310.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[alex9801's solution](#)

311.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[alex9801's solution](#)

312.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex9801's solution](#)

313.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[alex9801's solution](#)

314.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[alex9801's solution](#)

315.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

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[alex9801's solution](#)

316.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[alex9801's solution](#)

317.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[alex9801's solution](#)

318.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[alex9801's solution](#)

319.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[alex9801's solution](#)

320.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[alex9801's solution](#)

321.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[alex9801's solution](#)

322.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[alex9801's solution](#)

323.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms

[alex9801's solution](#)

324.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[alex9801's solution](#)

325.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[alex9801's solution](#)

326.

883A

[Automatic Door](#) · [Tutorial](#)

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

[alex9801's solution](#)

327.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[alex9801's solution](#)

328.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[alex9801's solution](#)

329.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[alex9801's solution](#)

330.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[alex9801's solution](#)

331.

806C

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

Rating: 2200 · first AC: 2017-05-07 · last AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[alex9801's solution](#)

332.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[alex9801's solution](#)

333.

713B

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

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

[alex9801's solution](#)

334.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[alex9801's solution](#)

335.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[alex9801's solution](#)

336.

403C

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

Rating: 2200 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: graphs, math

[alex9801's solution](#)

337.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[alex9801's solution](#)

338.

1254C

[Point Ordering](#) · [Tutorial](#)

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

[alex9801's solution](#)

339.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[alex9801's solution](#)

340.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[alex9801's solution](#)

341.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alex9801's solution](#)

342.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings
[alex9801's solution](#)

343.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math
[alex9801's solution](#)

344.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[alex9801's solution](#)

345.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[alex9801's solution](#)

346.

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
[alex9801's solution](#)

347.

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
[alex9801's solution](#)

348.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[alex9801's solution](#)

349.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[alex9801's solution](#)

350.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs,

greedy, trees

[alex9801's solution](#)

351.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[alex9801's solution](#)

352.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[alex9801's solution](#)

353.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[alex9801's solution](#)

354.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[alex9801's solution](#)

355.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[alex9801's solution](#)

356.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[alex9801's solution](#)

357.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[alex9801's solution](#)

358.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[alex9801's solution](#)

359.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[alex9801's solution](#)

360.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[alex9801's solution](#)

361.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[alex9801's solution](#)

362.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[alex9801's solution](#)

363.

668C

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

Rating: 2400 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: math, probabilities
[alex9801's solution](#)

364.

1181E1

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

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, sortings
[alex9801's solution](#)

365.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dsu
[alex9801's solution](#)

366.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[alex9801's solution](#)

367.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alex9801's solution](#)

368.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[alex9801's solution](#)

369.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · last AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[alex9801's solution](#)

370.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[alex9801's solution](#)

371.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation
[alex9801's solution](#)

372.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · PyPy 3 (first AC) · Tags: *special, implementation

[alex9801's solution](#)

373.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[alex9801's solution](#)

374.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[alex9801's solution](#)

375.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[alex9801's solution](#)

376.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[alex9801's solution](#)

377.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[alex9801's solution](#)

378.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[alex9801's solution](#)

379.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[alex9801's solution](#)

380.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[alex9801's solution](#)

381.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[alex9801's solution](#)

382.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[alex9801's solution](#)

383.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[alex9801's solution](#)

384.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[alex9801's solution](#)

385.

958F3

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

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: fft
[alex9801's solution](#)

386.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[alex9801's solution](#)

387.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[alex9801's solution](#)

388.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[alex9801's solution](#)

389.

958D2

[Hyperspace Jump \(hard\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

390.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[alex9801's solution](#)

391.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · MS C++ (first AC) · Tags: greedy, math, probabilities
[alex9801's solution](#)

392.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[alex9801's solution](#)

393.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[alex9801's solution](#)

394.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[alex9801's solution](#)

395.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[alex9801's solution](#)

396.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: —
[alex9801's solution](#)

397.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures
[alex9801's solution](#)

398.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

399.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

400.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

401.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

402.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

403.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

404.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

405.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

406.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

407.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

408.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

409.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

410.

100451I

[Presents](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

411.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · Python 3 (first AC) · Tags: —
[alex9801's solution](#)

412.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

413.

100451D

[Olympic Games in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

414.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

415.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

416.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

417.

101237K

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

418.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

419.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

420.

101237E

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

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

421.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

422.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

423.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

424.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · Python 3 (first AC) · Tags: —

[alex9801's solution](#)

425.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

426.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

427.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

428.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

429.

101615I

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

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

430.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

431.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

432.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

433.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

434.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

435.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

436.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

437.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

438.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

439.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

440.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

441.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

442.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

443.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

444.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

445.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

446.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

447.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

448.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

449.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

450.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

451.

101612L

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

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

452.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

453.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

454.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

455.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

456.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

457.

101933F

[Firing the Phaser](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

458.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

459.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

460.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

461.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

462.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

463.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

464.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

465.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

466.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

467.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

468.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

469.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

470.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex9801's solution](#)

471.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

472.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

473.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex9801's solution](#)

474.

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

475.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

476.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

477.

100307I

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

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

478.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

479.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

480.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

481.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

482.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

483.

101635H

[Kabobs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

484.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

485.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

486.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

487.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

488.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

489.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

490.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

491.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

492.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

493.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

494.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

495.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

496.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

497.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

498.

101630A

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

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

499.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

500.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

501.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

502.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

503.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

504.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

505.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

506.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

507.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

508.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

509.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

510.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

511.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

512.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

513.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

514.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

515.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

516.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

517.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

518.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

519.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

520.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

521.

101309C

[Cactus Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

522.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

523.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

524.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

525.

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

526.

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

527.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

528.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

529.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

530.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

531.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · Python 3 (first AC) · Tags: —
[alex9801's solution](#)

532.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

533.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

534.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

535.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex9801's solution](#)

536.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

537.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

538.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

539.

101208J

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

Rating: — · first AC: 2017-05-05 · last AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

540.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

541.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

542.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[alex9801's solution](#)

543.

101208H

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