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Unique solved — bale

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

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

Filters: none

Count: 500

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 800 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bale's solution](#)

2.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bale's solution](#)

3.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bale's solution](#)

4.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bale's solution](#)

5.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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6.

1499A

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

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[bale's solution](#)

7.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[bale's solution](#)

8.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

9.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,275 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

10.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bale's solution](#)

11.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

12.

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

13.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,210 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[bale's solution](#)

14.

1325B

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

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

15.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[bale's solution](#)

16.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

17.

1305A

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

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

[bale's solution](#)

18.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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19.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

20.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

21.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

22.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

23.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

24.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

25.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

26.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

27.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[bale's solution](#)

28.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[bale's solution](#)

29.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[bale's solution](#)

30.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

31.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[bale's solution](#)

32.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

33.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[bale's solution](#)

34.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

35.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[bale's solution](#)

36.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

37.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

38.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,098 global accepts · Rating: 800 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[bale's solution](#)

39.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

40.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[bale's solution](#)

41.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

42.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

43.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[bale's solution](#)

44.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[bale's solution](#)

45.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bale's solution](#)

46.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[bale's solution](#)

47.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[bale's solution](#)

48.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

49.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[bale's solution](#)

50.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

51.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

52.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

53.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

54.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[bale's solution](#)

55.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[bale's solution](#)

56.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

57.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[bale's solution](#)

58.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

59.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

60.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

61.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[bale's solution](#)

62.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[bale's solution](#)

63.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

64.

873A

[Chores](#) · [Tutorial](#)

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[bale's solution](#)

65.

867A

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[bale's solution](#)

66.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[bale's solution](#)

67.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

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[bale's solution](#)

68.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

69.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

70.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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71.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

72.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[bale's solution](#)

73.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[bale's solution](#)

74.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[bale's solution](#)

75.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bale's solution](#)

76.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[bale's solution](#)

77.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

78.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[bale's solution](#)

79.

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[bale's solution](#)

80.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

81.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[bale's solution](#)

82.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

83.

115A

[Party](#) · [Tutorial](#)

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[bale's solution](#)

84.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

85.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

86.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[bale's solution](#)

87.

1247A

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

Quality: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

88.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

89.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

90.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

91.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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92.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bale's solution](#)

93.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

94.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

95.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[bale's solution](#)

96.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

97.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

98.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

99.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

100.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

101.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

102.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

103.

872A

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

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

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104.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[bale's solution](#)

105.

841A

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Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

106.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

107.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[bale's solution](#)

108.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

109.

313A

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

Quality: 65,051 global accepts · Rating: 900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[bale's solution](#)

110.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

[bale's solution](#)

111.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

112.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

113.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[bale's solution](#)

114.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[bale's solution](#)

115.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[bale's solution](#)

116.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[bale's solution](#)

117.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[bale's solution](#)

118.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[bale's solution](#)

119.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[bale's solution](#)

120.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[bale's solution](#)

121.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[bale's solution](#)

122.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

123.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[bale's solution](#)

124.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[bale's solution](#)

125.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[bale's solution](#)

126.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: strings
[bale's solution](#)

127.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[bale's solution](#)

128.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[bale's solution](#)

129.

1247B1

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

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

130.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[bale's solution](#)

131.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[bale's solution](#)

132.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

133.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

134.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[bale's solution](#)

135.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

136.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bale's solution](#)

137.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[bale's solution](#)

138.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[bale's solution](#)

139.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

140.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[bale's solution](#)

141.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[bale's solution](#)

142.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[bale's solution](#)

143.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[bale's solution](#)

144.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bale's solution](#)

145.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[bale's solution](#)

146.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[bale's solution](#)

147.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

148.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[bale's solution](#)

149.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[bale's solution](#)

150.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

151.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

152.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[bale's solution](#)

153.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[bale's solution](#)

154.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[bale's solution](#)

155.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

156.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

157.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[bale's solution](#)

158.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[bale's solution](#)

159.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[bale's solution](#)

160.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[bale's solution](#)

161.

1293A

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

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[bale's solution](#)

162.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[bale's solution](#)

163.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[bale's solution](#)

164.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,692 global accepts · Rating: 1100 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[bale's solution](#)

165.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bale's solution](#)

166.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[bale's solution](#)

167.

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[bale's solution](#)

168.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[bale's solution](#)

169.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

170.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[bale's solution](#)

171.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
[bale's solution](#)

172.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[bale's solution](#)

173.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

174.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[bale's solution](#)

175.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bale's solution](#)

176.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[bale's solution](#)

177.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bale's solution](#)

178.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bale's solution](#)

179.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[bale's solution](#)

180.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[bale's solution](#)

181.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[bale's solution](#)

182.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bale's solution](#)

183.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

184.

1305B

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

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

[bale's solution](#)

185.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

186.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[bale's solution](#)

187.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bale's solution](#)

188.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[bale's solution](#)

189.

1011B

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

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[bale's solution](#)

190.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[bale's solution](#)

191.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bale's solution](#)

192.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[bale's solution](#)

193.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[bale's solution](#)

194.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bale's solution](#)

195.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

196.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bale's solution](#)

197.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

198.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

199.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[bale's solution](#)

200.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

201.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

202.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[bale's solution](#)

203.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bale's solution](#)

204.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[bale's solution](#)

205.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[bale's solution](#)

206.

876C

[Classroom Watch](#) · [Tutorial](#)

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

[bale's solution](#)

207.

872B

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

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

208.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[bale's solution](#)

209.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[bale's solution](#)

210.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[bale's solution](#)

211.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bale's solution](#)

212.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[bale's solution](#)

213.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[bale's solution](#)

214.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bale's solution](#)

215.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[bale's solution](#)

216.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[bale's solution](#)

217.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

218.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[bale's solution](#)

219.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[bale's solution](#)

220.

862B

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

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[bale's solution](#)

221.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[bale's solution](#)

222.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[bale's solution](#)

223.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[bale's solution](#)

224.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[bale's solution](#)

225.

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[bale's solution](#)

226.

1008C

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

Rating: 1300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bale's solution](#)

227.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

228.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[bale's solution](#)

229.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

230.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

231.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

232.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[bale's solution](#)

233.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[bale's solution](#)

234.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[bale's solution](#)

235.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

236.

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[bale's solution](#)

237.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bale's solution](#)

238.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bale's solution](#)

239.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[bale's solution](#)

240.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

241.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[bale's solution](#)

242.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[bale's solution](#)

243.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[bale's solution](#)

244.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[bale's solution](#)

245.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[bale's solution](#)

246.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, sortings, strings

[bale's solution](#)

247.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[bale's solution](#)

248.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[bale's solution](#)

249.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bale's solution](#)

250.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bale's solution](#)

251.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · last AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

252.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[bale's solution](#)

253.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[bale's solution](#)

254.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[bale's solution](#)

255.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[bale's solution](#)

256.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[bale's solution](#)

257.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[bale's solution](#)

258.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[bale's solution](#)

259.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[bale's solution](#)

260.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[bale's solution](#)

261.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[bale's solution](#)

262.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[bale's solution](#)

263.

844C

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

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[bale's solution](#)

264.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[bale's solution](#)

265.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
[bale's solution](#)

266.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[bale's solution](#)

267.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[bale's solution](#)

268.

1339C

[Powered Addition](#) · [Tutorial](#)

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

[bale's solution](#)

269.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[bale's solution](#)

270.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[bale's solution](#)

271.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bale's solution](#)

272.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[bale's solution](#)

273.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[bale's solution](#)

274.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[bale's solution](#)

275.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[bale's solution](#)

276.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[bale's solution](#)

277.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[bale's solution](#)

278.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[bale's solution](#)

279.

1265C

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

Rating: 1500 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

280.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[bale's solution](#)

281.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[bale's solution](#)

282.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[bale's solution](#)

283.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[bale's solution](#)

284.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[bale's solution](#)

285.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

286.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[bale's solution](#)

287.

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[bale's solution](#)

288.

1180C

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

Quality: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bale's solution](#)

289.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

290.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bale's solution](#)

291.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

292.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[bale's solution](#)

293.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[bale's solution](#)

294.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bale's solution](#)

295.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[bale's solution](#)

296.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[bale's solution](#)

297.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: games

[bale's solution](#)

298.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[bale's solution](#)

299.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[bale's solution](#)

300.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[bale's solution](#)

301.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[bale's solution](#)

302.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[bale's solution](#)

303.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[bale's solution](#)

304.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[bale's solution](#)

305.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[bale's solution](#)

306.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bale's solution](#)

307.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bale's solution](#)

308.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

309.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[bale's solution](#)

310.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[bale's solution](#)

311.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bale's solution](#)

312.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[bale's solution](#)

313.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[bale's solution](#)

314.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

315.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

316.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bale's solution](#)

317.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[bale's solution](#)

318.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[bale's solution](#)

319.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[bale's solution](#)

320.

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
[bale's solution](#)

321.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[bale's solution](#)

322.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[bale's solution](#)

323.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[bale's solution](#)

324.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[bale's solution](#)

325.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[bale's solution](#)

326.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[bale's solution](#)

327.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search
[bale's solution](#)

328.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[bale's solution](#)

329.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[bale's solution](#)

330.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[bale's solution](#)

331.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[bale's solution](#)

332.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[bale's solution](#)

333.

1324E

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

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[bale's solution](#)

334.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[bale's solution](#)

335.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[bale's solution](#)

336.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[bale's solution](#)

337.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[bale's solution](#)

338.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[bale's solution](#)

339.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bale's solution](#)

340.

1248C

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

Rating: 1700 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[bale's solution](#)

341.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[bale's solution](#)

342.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[bale's solution](#)

343.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[bale's solution](#)

344.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[bale's solution](#)

345.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[bale's solution](#)

346.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
[bale's solution](#)

347.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[bale's solution](#)

348.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[bale's solution](#)

349.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[bale's solution](#)

350.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[bale's solution](#)

351.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bale's solution](#)

352.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[bale's solution](#)

353.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[bale's solution](#)

354.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[bale's solution](#)

355.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[bale's solution](#)

356.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[bale's solution](#)

357.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bale's solution](#)

358.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[bale's solution](#)

359.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[bale's solution](#)

360.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[bale's solution](#)

361.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[bale's solution](#)

362.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[bale's solution](#)

363.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[bale's solution](#)

364.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[bale's solution](#)

365.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[bale's solution](#)

366.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[bale's solution](#)

367.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[bale's solution](#)

368.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[bale's solution](#)

369.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bale's solution](#)

370.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[bale's solution](#)

371.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[bale's solution](#)

372.

1180D

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

Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bale's solution](#)

373.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · last AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[bale's solution](#)

374.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[bale's solution](#)

375.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bale's solution](#)

376.

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

[bale's solution](#)

377.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[bale's solution](#)

378.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bale's solution](#)

379.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[bale's solution](#)

380.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[bale's solution](#)

381.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[bale's solution](#)

382.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[bale's solution](#)

383.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[bale's solution](#)

384.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[bale's solution](#)

385.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[bale's solution](#)

386.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[bale's solution](#)

387.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2020-01-13 · last AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bale's solution](#)

388.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[bale's solution](#)

389.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[bale's solution](#)

390.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[bale's solution](#)

391.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[bale's solution](#)

392.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[bale's solution](#)

393.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[bale's solution](#)

394.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[bale's solution](#)

395.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[bale's solution](#)

396.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[bale's solution](#)

397.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[bale's solution](#)

398.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[bale's solution](#)

399.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[bale's solution](#)

400.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[bale's solution](#)

401.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[bale's solution](#)

402.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math

[bale's solution](#)

403.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[bale's solution](#)

404.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[bale's solution](#)

405.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[bale's solution](#)

406.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[bale's solution](#)

407.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[bale's solution](#)

408.

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[bale's solution](#)

409.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[bale's solution](#)

410.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[bale's solution](#)

411.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[bale's solution](#)

412.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[bale's solution](#)

413.

774J

[Stepan's Series](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2000 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[bale's solution](#)

414.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bale's solution](#)

415.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bale's solution](#)

416.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[bale's solution](#)

417.

1080D

[Olga and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[bale's solution](#)

418.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[bale's solution](#)

419.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[bale's solution](#)

420.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bale's solution](#)

421.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[bale's solution](#)

422.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bale's solution](#)

423.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[bale's solution](#)

424.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bale's solution](#)

425.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[bale's solution](#)

426.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[bale's solution](#)

427.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

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428.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[bale's solution](#)

429.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[bale's solution](#)

430.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bale's solution](#)

431.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[bale's solution](#)

432.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[bale's solution](#)

433.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[bale's solution](#)

434.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bale's solution](#)

435.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[bale's solution](#)

436.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[bale's solution](#)

437.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[bale's solution](#)

438.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[bale's solution](#)

439.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[bale's solution](#)

440.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[bale's solution](#)

441.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[bale's solution](#)

442.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[bale's solution](#)

443.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bale's solution](#)

444.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[bale's solution](#)

445.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[bale's solution](#)

446.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[bale's solution](#)

447.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bale's solution](#)

448.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[bale's solution](#)

449.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[bale's solution](#)

450.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[bale's solution](#)

451.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[bale's solution](#)

452.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bale's solution](#)

453.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[bale's solution](#)

454.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bale's solution](#)

455.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bale's solution](#)

456.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[bale's solution](#)

457.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bale's solution](#)

458.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[bale's solution](#)

459.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bale's solution](#)

460.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[bale's solution](#)

461.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-08 · last AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[bale's solution](#)

462.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[bale's solution](#)

463.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[bale's solution](#)

464.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[bale's solution](#)

465.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[bale's solution](#)

466.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[bale's solution](#)

467.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[bale's solution](#)

468.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[bale's solution](#)

469.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation
[bale's solution](#)

470.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[bale's solution](#)

471.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[bale's solution](#)

472.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[bale's solution](#)

473.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[bale's solution](#)

474.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[bale's solution](#)

475.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[bale's solution](#)

476.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[bale's solution](#)

477.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bale's solution](#)

478.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[bale's solution](#)

479.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[bale's solution](#)

480.

105444G

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

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

481.

105444M

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

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

482.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

483.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

484.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

485.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

486.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

487.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

488.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

489.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

490.

105465B

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

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bale's solution](#)

491.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[bale's solution](#)

492.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[bale's solution](#)

493.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

494.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

495.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

496.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[bale's solution](#)

497.

102279H

[Houston, Are You There?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

498.

102279G

[Get Higher and Higher](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

499.

102279J

[Jumpity Digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)

500.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[bale's solution](#)