

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

<https://cfelitetracker.vercel.app>

# Unique solved — bicsi

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

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

Filters: none

Count: 1,389

1.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[bicsi's solution](#)

2.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[bicsi's solution](#)

3.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[bicsi's solution](#)

4.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[bicsi's solution](#)

5.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bicsi's solution](#)

6.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[bicsi's solution](#)

7.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[bicsi's solution](#)

8.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[bicsi's solution](#)

9.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bicsi's solution](#)

**10.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bicsi's solution](#)

**11.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**12.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bicsi's solution](#)

**13.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[bicsi's solution](#)

**14.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bicsi's solution](#)

**15.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**16.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[bicsi's solution](#)

**17.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[bicsi's solution](#)

**18.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[bicsi's solution](#)

**19.**

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bicsi's solution](#)

**20.**

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[bicsi's solution](#)

**21.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[bicsi's solution](#)

**22.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bicsi's solution](#)

**23.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[bicsi's solution](#)

**24.**

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[bicsi's solution](#)

**25.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[bicsi's solution](#)

**26.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**27.**

1433A

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

Quality: 62,655 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[bicsi's solution](#)

**28.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,478 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[bicsi's solution](#)

**29.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[bicsi's solution](#)

**30.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**31.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

[bicsi's solution](#)

**32.**

1348A

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

Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bicsi's solution](#)

**33.**

1335A

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

Quality: 104,805 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[bicsi's solution](#)

**34.**

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

[bicsi's solution](#)

**35.**

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

[bicsi's solution](#)

**36.**

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

[bicsi's solution](#)

**37.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**38.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[bicsi's solution](#)

**39.**

1194A

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

Quality: 17,376 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[bicsi's solution](#)

**40.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bicsi's solution](#)

**41.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bicsi's solution](#)

**42.**

1171D

[Got Any Grapes?](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, greedy, implementation

[bicsi's solution](#)

**43.**

1171B

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

Rating: 800 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[bicsi's solution](#)

**44.**

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special

[bicsi's solution](#)

**45.**

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**46.**

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

[bicsi's solution](#)

**47.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**48.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[bicsi's solution](#)

**49.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**50.**

908A

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

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

[bicsi's solution](#)

**51.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**52.**

758A

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

Quality: 75,309 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[bicsi's solution](#)

**53.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[bicsi's solution](#)

**54.**

750A

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

Quality: 92,560 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[bicsi's solution](#)

**55.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[bicsi's solution](#)

**56.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,789 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**57.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,632 global accepts · Rating: 800 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**58.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,426 global accepts · Rating: 800 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[bicsi's solution](#)

**59.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[bicsi's solution](#)

**60.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-05-01 · Python 3 (first AC) · Tags: implementation

[bicsi's solution](#)

**61.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[bicsi's solution](#)

**62.**

1779B

[MKnezh's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**63.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bicsi's solution](#)

**64.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**65.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bicsi's solution](#)

**66.**

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,137 global accepts · Rating: 900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bicsi's solution](#)

**67.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**68.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**69.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**70.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[bicsi's solution](#)

**71.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bicsi's solution](#)

**72.**

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[bicsi's solution](#)

**73.**

1171C

[Letters Rearranging](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, sortings, strings

[bicsi's solution](#)

**74.**

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · Python 2 (first AC) · Tags: implementation, math

[bicsi's solution](#)

**75.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[bicsi's solution](#)

**76.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings

[bicsi's solution](#)

**77.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[bicsi's solution](#)

**78.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**79.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,976 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**80.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,393 global accepts · Rating: 900 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: greedy

[bicsi's solution](#)

**81.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[bicsi's solution](#)

**82.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**83.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[bicsi's solution](#)

**84.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[bicsi's solution](#)

**85.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[bicsi's solution](#)

**86.**

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[bicsi's solution](#)

**87.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bicsi's solution](#)

**88.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[bicsi's solution](#)

**89.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bicsi's solution](#)

**90.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

**91.**

757A

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

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

[bicsi's solution](#)

**92.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[bicsi's solution](#)

**93.**

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**94.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**95.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings

[bicsi's solution](#)

**96.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[bicsi's solution](#)

**97.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy

[bicsi's solution](#)

**98.**

552A

[Vanya and Table](#) · [Tutorial](#)

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

[bicsi's solution](#)

**99.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bicsi's solution](#)

**100.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[bicsi's solution](#)

**101.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**102.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[bicsi's solution](#)

**103.**

1428C

[ABBB](#) · [Tutorial](#)

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

[bicsi's solution](#)

**104.**

1335C

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

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[bicsi's solution](#)

**105.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**106.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bicsi's solution](#)

**107.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,445 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**108.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[bicsi's solution](#)

**109.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[bicsi's solution](#)

**110.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[bicsi's solution](#)

**111.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math  
[bicsi's solution](#)

**112.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[bicsi's solution](#)

**113.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bicsi's solution](#)

**114.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation  
[bicsi's solution](#)

**115.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation  
[bicsi's solution](#)

**116.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[bicsi's solution](#)

**117.**

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bicsi's solution](#)

**118.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[bicsi's solution](#)

**119.**

527A

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

Quality: 15,553 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: implementation, math

[bicsi's solution](#)

**120.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[bicsi's solution](#)

**121.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[bicsi's solution](#)

**122.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[bicsi's solution](#)

**123.**

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[bicsi's solution](#)

**124.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[bicsi's solution](#)

**125.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**126.**

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

**127.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[bicsi's solution](#)

**128.**

1097B

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

Quality: 35,962 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[bicsi's solution](#)

**129.**

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

[bicsi's solution](#)

### 130.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bicsi's solution](#)

### 131.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[bicsi's solution](#)

### 132.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bicsi's solution](#)

### 133.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[bicsi's solution](#)

### 134.

908B

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

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

[bicsi's solution](#)

### 135.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[bicsi's solution](#)

### 136.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[bicsi's solution](#)

### 137.

708A

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

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

[bicsi's solution](#)

### 138.

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[bicsi's solution](#)

### 139.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[bicsi's solution](#)

**140.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bicsi's solution](#)

**141.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math  
[bicsi's solution](#)

**142.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[bicsi's solution](#)

**143.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers  
[bicsi's solution](#)

**144.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[bicsi's solution](#)

**145.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[bicsi's solution](#)

**146.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings  
[bicsi's solution](#)

**147.**

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[bicsi's solution](#)

**148.**

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[bicsi's solution](#)

**149.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[bicsi's solution](#)

**150.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,853 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[bicsi's solution](#)

**151.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[bicsi's solution](#)

**152.**

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[bicsi's solution](#)

**153.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[bicsi's solution](#)

**154.**

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  
[bicsi's solution](#)

**155.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers  
[bicsi's solution](#)

**156.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings  
[bicsi's solution](#)

**157.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[bicsi's solution](#)

**158.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[bicsi's solution](#)

**159.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[bicsi's solution](#)

**160.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[bicsi's solution](#)

**161.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**162.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[bicsi's solution](#)

**163.**

862B

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

Quality: 25,653 global accepts · Rating: 1300 · first AC: 2018-02-02 · last AC: 2018-02-02 · Haskell (first AC) · Tags: dfs and similar, graphs, trees

[bicsi's solution](#)

**164.**

889A

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

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

[bicsi's solution](#)

**165.**

755C

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

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

[bicsi's solution](#)

**166.**

750B

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

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

[bicsi's solution](#)

**167.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[bicsi's solution](#)

**168.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bicsi's solution](#)

**169.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[bicsi's solution](#)

**170.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[bicsi's solution](#)

**171.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[bicsi's solution](#)

**172.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

### 173.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bicsi's solution](#)

### 174.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[bicsi's solution](#)

### 175.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[bicsi's solution](#)

### 176.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[bicsi's solution](#)

### 177.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[bicsi's solution](#)

### 178.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[bicsi's solution](#)

### 179.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

### 180.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[bicsi's solution](#)

### 181.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[bicsi's solution](#)

### 182.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[bicsi's solution](#)

**183.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation  
[bicsi's solution](#)

**184.**

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  
[bicsi's solution](#)

**185.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[bicsi's solution](#)

**186.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[bicsi's solution](#)

**187.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[bicsi's solution](#)

**188.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[bicsi's solution](#)

**189.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[bicsi's solution](#)

**190.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[bicsi's solution](#)

**191.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[bicsi's solution](#)

**192.**

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  
[bicsi's solution](#)

**193.**

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bicsi's solution](#)

**194.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[bicsi's solution](#)

**195.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bicsi's solution](#)

**196.**

804B

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

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

[bicsi's solution](#)

**197.**

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[bicsi's solution](#)

**198.**

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[bicsi's solution](#)

**199.**

713A

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

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

[bicsi's solution](#)

**200.**

679A

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

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

[bicsi's solution](#)

**201.**

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[bicsi's solution](#)

**202.**

675B

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

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

[bicsi's solution](#)

**203.**

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**204.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: data structures, geometry, math  
[bicsi's solution](#)

**205.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math  
[bicsi's solution](#)

**206.**

550B

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

Quality: 27,456 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[bicsi's solution](#)

**207.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings  
[bicsi's solution](#)

**208.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[bicsi's solution](#)

**209.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[bicsi's solution](#)

**210.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[bicsi's solution](#)

**211.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings  
[bicsi's solution](#)

**212.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[bicsi's solution](#)

**213.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[bicsi's solution](#)

**214.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[bicsi's solution](#)

**215.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics  
[bicsi's solution](#)

**216.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[bicsi's solution](#)

**217.**

1416A

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

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[bicsi's solution](#)

**218.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[bicsi's solution](#)

**219.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[bicsi's solution](#)

**220.**

1368B

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

Quality: 21,441 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[bicsi's solution](#)

**221.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[bicsi's solution](#)

**222.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[bicsi's solution](#)

**223.**

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  
[bicsi's solution](#)

**224.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[bicsi's solution](#)

**225.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[bicsi's solution](#)

**226.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[bicsi's solution](#)

**227.**

1171F

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

Rating: 1500 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[bicsi's solution](#)

**228.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers  
[bicsi's solution](#)

**229.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs  
[bicsi's solution](#)

**230.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[bicsi's solution](#)

**231.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[bicsi's solution](#)

**232.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[bicsi's solution](#)

**233.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[bicsi's solution](#)

**234.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[bicsi's solution](#)

**235.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[bicsi's solution](#)

**236.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,281 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[bicsi's solution](#)

**237.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[bicsi's solution](#)

**238.**

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**239.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

**240.**

744A

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

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[bicsi's solution](#)

**241.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[bicsi's solution](#)

**242.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[bicsi's solution](#)

**243.**

696A

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

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

[bicsi's solution](#)

**244.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[bicsi's solution](#)

**245.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[bicsi's solution](#)

**246.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · last AC: 2016-01-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**247.**

611C

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

Quality: 9,036 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[bicsi's solution](#)

**248.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: implementation, math

[bicsi's solution](#)

**249.**

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[bicsi's solution](#)

**250.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: greedy, math

[bicsi's solution](#)

**251.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[bicsi's solution](#)

**252.**

557B

[Pasha and Tea](#) · [Tutorial](#)

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

[bicsi's solution](#)

**253.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**254.**

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[bicsi's solution](#)

**255.**

550C

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

Quality: 32,140 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[bicsi's solution](#)

**256.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,648 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation,

strings

[bicsi's solution](#)

**257.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: greedy

[bicsi's solution](#)

**258.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[bicsi's solution](#)

**259.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[bicsi's solution](#)

**260.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[bicsi's solution](#)

**261.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[bicsi's solution](#)

**262.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bicsi's solution](#)

**263.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[bicsi's solution](#)

**264.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[bicsi's solution](#)

**265.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[bicsi's solution](#)

**266.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[bicsi's solution](#)

**267.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[bicsi's solution](#)

**268.**

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[bicsi's solution](#)

**269.**

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

[bicsi's solution](#)

**270.**

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[bicsi's solution](#)

**271.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[bicsi's solution](#)

**272.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[bicsi's solution](#)

**273.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[bicsi's solution](#)

**274.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[bicsi's solution](#)

**275.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[bicsi's solution](#)

**276.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bicsi's solution](#)

**277.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[bicsi's solution](#)

**278.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[bicsi's solution](#)

**279.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: greedy

[bicsi's solution](#)

**280.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[bicsi's solution](#)

**281.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[bicsi's solution](#)

**282.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[bicsi's solution](#)

**283.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bicsi's solution](#)

**284.**

878A

[Short Program](#) · [Tutorial](#)

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

[bicsi's solution](#)

**285.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**286.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[bicsi's solution](#)

**287.**

750C

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

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

[bicsi's solution](#)

**288.**

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[bicsi's solution](#)

**289.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory  
[bicsi's solution](#)

**290.**

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math  
[bicsi's solution](#)

**291.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[bicsi's solution](#)

**292.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[bicsi's solution](#)

**293.**

682C

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

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

**294.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[bicsi's solution](#)

**295.**

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[bicsi's solution](#)

**296.**

657A

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[bicsi's solution](#)

**297.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[bicsi's solution](#)

**298.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: dfs and similar  
[bicsi's solution](#)

**299.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math  
[bicsi's solution](#)

**300.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp  
[bicsi's solution](#)

**301.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[bicsi's solution](#)

**302.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[bicsi's solution](#)

**303.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings  
[bicsi's solution](#)

**304.**

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory  
[bicsi's solution](#)

**305.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[bicsi's solution](#)

**306.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[bicsi's solution](#)

**307.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[bicsi's solution](#)

**308.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings  
[bicsi's solution](#)

**309.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[bicsi's solution](#)

### 310.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[bicsi's solution](#)

### 311.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks, dp, greedy

[bicsi's solution](#)

### 312.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bicsi's solution](#)

### 313.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[bicsi's solution](#)

### 314.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[bicsi's solution](#)

### 315.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[bicsi's solution](#)

### 316.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,664 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[bicsi's solution](#)

### 317.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[bicsi's solution](#)

### 318.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[bicsi's solution](#)

### 319.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings,

two pointers

[bicsi's solution](#)

**320.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[bicsi's solution](#)

**321.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[bicsi's solution](#)

**322.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[bicsi's solution](#)

**323.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[bicsi's solution](#)

**324.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bicsi's solution](#)

**325.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[bicsi's solution](#)

**326.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[bicsi's solution](#)

**327.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[bicsi's solution](#)

**328.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[bicsi's solution](#)

**329.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[bicsi's solution](#)

**330.**

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

[bicsi's solution](#)

**331.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bicsi's solution](#)

**332.**

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

**333.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[bicsi's solution](#)

**334.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[bicsi's solution](#)

**335.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**336.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[bicsi's solution](#)

**337.**

827A

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

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

[bicsi's solution](#)

**338.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[bicsi's solution](#)

**339.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[bicsi's solution](#)

**340.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**341.**

696B

[Puzzles](#) · [Tutorial](#)

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

[bicsi's solution](#)

**342.**

685A

[Robbers' watch](#) · [Tutorial](#)

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

[bicsi's solution](#)

**343.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**344.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[bicsi's solution](#)

**345.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[bicsi's solution](#)

**346.**

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[bicsi's solution](#)

**347.**

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[bicsi's solution](#)

**348.**

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[bicsi's solution](#)

**349.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**350.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[bicsi's solution](#)

**351.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[bicsi's solution](#)

**352.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[bicsi's solution](#)

**353.**

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[bicsi's solution](#)

**354.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-01 · Python 3 (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**355.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[bicsi's solution](#)

**356.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[bicsi's solution](#)

**357.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[bicsi's solution](#)

**358.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[bicsi's solution](#)

**359.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[bicsi's solution](#)

**360.**

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation, math

[bicsi's solution](#)

**361.**

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[bicsi's solution](#)

**362.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[bicsi's solution](#)

**363.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[bicsi's solution](#)

**364.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**365.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[bicsi's solution](#)

**366.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[bicsi's solution](#)

**367.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bicsi's solution](#)

**368.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[bicsi's solution](#)

**369.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,940 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[bicsi's solution](#)

**370.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bicsi's solution](#)

**371.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[bicsi's solution](#)

**372.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[bicsi's solution](#)

**373.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2020-02-18 · last AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[bicsi's solution](#)

**374.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[bicsi's solution](#)

**375.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bicsi's solution](#)

**376.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[bicsi's solution](#)

**377.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[bicsi's solution](#)

**378.**

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bicsi's solution](#)

**379.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[bicsi's solution](#)

**380.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bicsi's solution](#)

**381.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bicsi's solution](#)

**382.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings  
[bicsi's solution](#)

**383.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[bicsi's solution](#)

**384.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[bicsi's solution](#)

**385.**

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**386.**

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math  
[bicsi's solution](#)

**387.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees  
[bicsi's solution](#)

**388.**

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp  
[bicsi's solution](#)

**389.**

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[bicsi's solution](#)

**390.**

827B

[High Load](#) · [Tutorial](#)

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

**391.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[bicsi's solution](#)

**392.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[bicsi's solution](#)

**393.**

799C

[Fountains](#) · [Tutorial](#)

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

[bicsi's solution](#)

**394.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[bicsi's solution](#)

**395.**

687B

[Reminders Game](#) · [Tutorial](#)

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

[bicsi's solution](#)

**396.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[bicsi's solution](#)

**397.**

671A

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

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

[bicsi's solution](#)

**398.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[bicsi's solution](#)

**399.**

668B

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[bicsi's solution](#)

**400.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, sortings

[bicsi's solution](#)

**401.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[bicsi's solution](#)

**402.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[bicsi's solution](#)

**403.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[bicsi's solution](#)

**404.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[bicsi's solution](#)

**405.**

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[bicsi's solution](#)

**406.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[bicsi's solution](#)

**407.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: dp

[bicsi's solution](#)

**408.**

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[bicsi's solution](#)

**409.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[bicsi's solution](#)

**410.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[bicsi's solution](#)

**411.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[bicsi's solution](#)

**412.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[bicsi's solution](#)

**413.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[bicsi's solution](#)

**414.**

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[bicsi's solution](#)

**415.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[bicsi's solution](#)

**416.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[bicsi's solution](#)

**417.**

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[bicsi's solution](#)

**418.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bicsi's solution](#)

**419.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[bicsi's solution](#)

**420.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[bicsi's solution](#)

**421.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[bicsi's solution](#)

**422.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bicsi's solution](#)

**423.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees  
[bicsi's solution](#)

**424.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math  
[bicsi's solution](#)

**425.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[bicsi's solution](#)

**426.**

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  
[bicsi's solution](#)

**427.**

1208D

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

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
[bicsi's solution](#)

**428.**

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  
[bicsi's solution](#)

**429.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs  
[bicsi's solution](#)

**430.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
[bicsi's solution](#)

**431.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[bicsi's solution](#)

**432.**

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[bicsi's solution](#)

**433.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bicsi's solution](#)

**434.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[bicsi's solution](#)

**435.**

1161B

[Chladni Figure](#) · [Tutorial](#)

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

[bicsi's solution](#)

**436.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[bicsi's solution](#)

**437.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[bicsi's solution](#)

**438.**

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[bicsi's solution](#)

**439.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: data structures, dp

[bicsi's solution](#)

**440.**

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[bicsi's solution](#)

**441.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[bicsi's solution](#)

**442.**

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[bicsi's solution](#)

**443.**

750D

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

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

[bicsi's solution](#)

**444.**

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[bicsi's solution](#)

**445.**

744B

[Hongcow's Game](#) · [Tutorial](#)

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

[bicsi's solution](#)

**446.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[bicsi's solution](#)

**447.**

739B

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

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

[bicsi's solution](#)

**448.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[bicsi's solution](#)

**449.**

708B

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

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

[bicsi's solution](#)

**450.**

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[bicsi's solution](#)

**451.**

685B

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

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

[bicsi's solution](#)

**452.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[bicsi's solution](#)

**453.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: geometry

[bicsi's solution](#)

**454.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[bicsi's solution](#)

**455.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[bicsi's solution](#)

**456.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

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

[bicsi's solution](#)

**457.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[bicsi's solution](#)

**458.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[bicsi's solution](#)

**459.**

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[bicsi's solution](#)

**460.**

557C

[Arthur and Table](#) · [Tutorial](#)

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

[bicsi's solution](#)

**461.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[bicsi's solution](#)

**462.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[bicsi's solution](#)

**463.**

552D

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

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

[bicsi's solution](#)

**464.**

552C

[Vanya and Scales](#) · [Tutorial](#)

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

[bicsi's solution](#)

**465.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**466.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[bicsi's solution](#)

**467.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,498 global accepts · Rating: 1900 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: dp, probabilities

[bicsi's solution](#)

**468.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[bicsi's solution](#)

**469.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[bicsi's solution](#)

**470.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bicsi's solution](#)

**471.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[bicsi's solution](#)

**472.**

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms, dp

[bicsi's solution](#)

**473.**

1408D

[Searchlights](#) · [Tutorial](#)

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

[bicsi's solution](#)

**474.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

**475.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[bicsi's solution](#)

**476.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[bicsi's solution](#)

**477.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[bicsi's solution](#)

**478.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[bicsi's solution](#)

**479.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

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

[bicsi's solution](#)

**480.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bicsi's solution](#)

**481.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[bicsi's solution](#)

**482.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[bicsi's solution](#)

**483.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[bicsi's solution](#)

**484.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings  
[bicsi's solution](#)

**485.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[bicsi's solution](#)

**486.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[bicsi's solution](#)

**487.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[bicsi's solution](#)

**488.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers  
[bicsi's solution](#)

**489.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees  
[bicsi's solution](#)

**490.**

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[bicsi's solution](#)

**491.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[bicsi's solution](#)

**492.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games  
[bicsi's solution](#)

**493.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[bicsi's solution](#)

**494.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[bicsi's solution](#)

**495.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[bicsi's solution](#)

**496.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[bicsi's solution](#)

**497.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[bicsi's solution](#)

**498.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[bicsi's solution](#)

**499.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**500.**

889B

[Restoration of string](#) · [Tutorial](#)

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

[bicsi's solution](#)

**501.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · Python 2 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[bicsi's solution](#)

**502.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[bicsi's solution](#)

**503.**

696C

[PLEASE](#) · [Tutorial](#)

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

matrices

[bicsi's solution](#)

**504.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[bicsi's solution](#)

**505.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[bicsi's solution](#)

**506.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[bicsi's solution](#)

**507.**

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[bicsi's solution](#)

**508.**

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special

[bicsi's solution](#)

**509.**

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[bicsi's solution](#)

**510.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[bicsi's solution](#)

**511.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[bicsi's solution](#)

**512.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[bicsi's solution](#)

**513.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

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

[bicsi's solution](#)

**514.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: dp

[bicsi's solution](#)

**515.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[bicsi's solution](#)

**516.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[bicsi's solution](#)

**517.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: dfs and similar

[bicsi's solution](#)

**518.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[bicsi's solution](#)

**519.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · last AC: 2023-08-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[bicsi's solution](#)

**520.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[bicsi's solution](#)

**521.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[bicsi's solution](#)

**522.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[bicsi's solution](#)

**523.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[bicsi's solution](#)

**524.**

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[bicsi's solution](#)

**525.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[bicsi's solution](#)

**526.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths  
[bicsi's solution](#)

**527.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[bicsi's solution](#)

**528.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-09-29 · last AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[bicsi's solution](#)

**529.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[bicsi's solution](#)

**530.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy  
[bicsi's solution](#)

**531.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings  
[bicsi's solution](#)

**532.**

1250C

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

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[bicsi's solution](#)

**533.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees  
[bicsi's solution](#)

**534.**

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[bicsi's solution](#)

**535.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 2100 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[bicsi's solution](#)

**536.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[bicsi's solution](#)

**537.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bicsi's solution](#)

**538.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bicsi's solution](#)

**539.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[bicsi's solution](#)

**540.**

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2018-04-25 · last AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[bicsi's solution](#)

**541.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[bicsi's solution](#)

**542.**

499E

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

Rating: 2100 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**543.**

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: brute force, math

[bicsi's solution](#)

**544.**

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[bicsi's solution](#)

**545.**

799D

[Field expansion](#) · [Tutorial](#)

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

[bicsi's solution](#)

**546.**

781C

[Underground Lab](#) · [Tutorial](#)

Quality: 2100 · first AC: 2017-03-05 · last AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[bicsi's solution](#)

**547.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[bicsi's solution](#)

**548.**

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[bicsi's solution](#)

**549.**

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[bicsi's solution](#)

**550.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[bicsi's solution](#)

**551.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[bicsi's solution](#)

**552.**

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[bicsi's solution](#)

**553.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[bicsi's solution](#)

**554.**

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[bicsi's solution](#)

**555.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[bicsi's solution](#)

**556.**

571A

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

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

**557.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees  
[bicsi's solution](#)

**558.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[bicsi's solution](#)

**559.**

551D

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

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory  
[bicsi's solution](#)

**560.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math  
[bicsi's solution](#)

**561.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees  
[bicsi's solution](#)

**562.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[bicsi's solution](#)

**563.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory  
[bicsi's solution](#)

**564.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory  
[bicsi's solution](#)

**565.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[bicsi's solution](#)

**566.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[bicsi's solution](#)

**567.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bicsi's solution](#)

**568.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bicsi's solution](#)

**569.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[bicsi's solution](#)

**570.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[bicsi's solution](#)

**571.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[bicsi's solution](#)

**572.**

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-03-22 · last AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bicsi's solution](#)

**573.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[bicsi's solution](#)

**574.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bicsi's solution](#)

**575.**

1261C

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

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[bicsi's solution](#)

**576.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Quality: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[bicsi's solution](#)

**577.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[bicsi's solution](#)

**578.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[bicsi's solution](#)

**579.**

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bicsi's solution](#)

**580.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[bicsi's solution](#)

**581.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[bicsi's solution](#)

**582.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[bicsi's solution](#)

**583.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[bicsi's solution](#)

**584.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[bicsi's solution](#)

**585.**

908D

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

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

[bicsi's solution](#)

**586.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[bicsi's solution](#)

**587.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,116 global accepts · Rating: 2200 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[bicsi's solution](#)

**588.**

804C

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

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

**589.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees  
[bicsi's solution](#)

**590.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: data structures  
[bicsi's solution](#)

**591.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[bicsi's solution](#)

**592.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers  
[bicsi's solution](#)

**593.**

713B

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

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

**594.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation  
[bicsi's solution](#)

**595.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy  
[bicsi's solution](#)

**596.**

657B

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

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

[bicsi's solution](#)

**597.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[bicsi's solution](#)

**598.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[bicsi's solution](#)

**599.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[bicsi's solution](#)

**600.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[bicsi's solution](#)

**601.**

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures

[bicsi's solution](#)

**602.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[bicsi's solution](#)

**603.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[bicsi's solution](#)

**604.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2015-09-18 · last AC: 2015-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

[bicsi's solution](#)

**605.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[bicsi's solution](#)

**606.**

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2015-06-28 · last AC: 2015-06-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, graphs

[bicsi's solution](#)

**607.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[bicsi's solution](#)

**608.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[bicsi's solution](#)

**609.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[bicsi's solution](#)

**610.**

550E

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

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bicsi's solution](#)

**611.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bicsi's solution](#)

**612.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[bicsi's solution](#)

**613.**

438D

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

Quality: 11,604 global accepts · Rating: 2300 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[bicsi's solution](#)

**614.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[bicsi's solution](#)

**615.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[bicsi's solution](#)

**616.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[bicsi's solution](#)

**617.**

1408F

[Two Different](#) · [Tutorial](#)

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

[bicsi's solution](#)

**618.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bicsi's solution](#)

**619.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[bicsi's solution](#)

**620.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[bicsi's solution](#)

**621.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-13 · last AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, sortings

[bicsi's solution](#)

**622.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bicsi's solution](#)

**623.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[bicsi's solution](#)

**624.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[bicsi's solution](#)

**625.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[bicsi's solution](#)

**626.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[bicsi's solution](#)

**627.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[bicsi's solution](#)

**628.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[bicsi's solution](#)

**629.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[bicsi's solution](#)

**630.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[bicsi's solution](#)

**631.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[bicsi's solution](#)

**632.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[bicsi's solution](#)

**633.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[bicsi's solution](#)

**634.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[bicsi's solution](#)

**635.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[bicsi's solution](#)

**636.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[bicsi's solution](#)

**637.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2015-06-28 · last AC: 2018-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[bicsi's solution](#)

**638.**

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[bicsi's solution](#)

**639.**

891C

[Envy](#) · [Tutorial](#)

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

[bicsi's solution](#)

**640.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bicsi's solution](#)

**641.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[bicsi's solution](#)

**642.**

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[bicsi's solution](#)

**643.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[bicsi's solution](#)

**644.**

601C

[Kleofáš and the n-thon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[bicsi's solution](#)

**645.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[bicsi's solution](#)

**646.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[bicsi's solution](#)

**647.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[bicsi's solution](#)

**648.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[bicsi's solution](#)

**649.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[bicsi's solution](#)

**650.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees  
[bicsi's solution](#)

**651.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[bicsi's solution](#)

**652.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[bicsi's solution](#)

**653.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[bicsi's solution](#)

**654.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math  
[bicsi's solution](#)

**655.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[bicsi's solution](#)

**656.**

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[bicsi's solution](#)

**657.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[bicsi's solution](#)

**658.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[bicsi's solution](#)

**659.**

1483D

[Useful Edges](#) · [Tutorial](#)

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

[bicsi's solution](#)

**660.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**661.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[bicsi's solution](#)

**662.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

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

[bicsi's solution](#)

**663.**

1408E

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

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

[bicsi's solution](#)

**664.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[bicsi's solution](#)

**665.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-03-22 · last AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bicsi's solution](#)

**666.**

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[bicsi's solution](#)

**667.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: strings

[bicsi's solution](#)

**668.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[bicsi's solution](#)

**669.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[bicsi's solution](#)

**670.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[bicsi's solution](#)

**671.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[bicsi's solution](#)

**672.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[bicsi's solution](#)

**673.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[bicsi's solution](#)

**674.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[bicsi's solution](#)

**675.**

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[bicsi's solution](#)

**676.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[bicsi's solution](#)

**677.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[bicsi's solution](#)

**678.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[bicsi's solution](#)

**679.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[bicsi's solution](#)

**680.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[bicsi's solution](#)

**681.**

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: dp, two pointers

[bicsi's solution](#)

**682.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[bicsi's solution](#)

**683.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[bicsi's solution](#)

**684.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[bicsi's solution](#)

**685.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[bicsi's solution](#)

**686.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[bicsi's solution](#)

**687.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[bicsi's solution](#)

**688.**

755E

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[bicsi's solution](#)

**689.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp  
[bicsi's solution](#)

**690.**

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures  
[bicsi's solution](#)

**691.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation  
[bicsi's solution](#)

**692.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-03-02 · last AC: 2016-05-19 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math  
[bicsi's solution](#)

**693.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: divide and conquer, dp  
[bicsi's solution](#)

**694.**

668C

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

Rating: 2400 · first AC: 2016-04-24 · last AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities  
[bicsi's solution](#)

**695.**

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers  
[bicsi's solution](#)

**696.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees  
[bicsi's solution](#)

**697.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[bicsi's solution](#)

**698.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings  
[bicsi's solution](#)

**699.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive  
[bicsi's solution](#)

**700.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[bicsi's solution](#)

**701.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[bicsi's solution](#)

**702.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math  
[bicsi's solution](#)

**703.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees  
[bicsi's solution](#)

**704.**

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, dp  
[bicsi's solution](#)

**705.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[bicsi's solution](#)

**706.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[bicsi's solution](#)

**707.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees  
[bicsi's solution](#)

**708.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms  
[bicsi's solution](#)

**709.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[bicsi's solution](#)

**710.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bicsi's solution](#)

**711.**

1381C

[Mastermind](#) · [Tutorial](#)

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

[bicsi's solution](#)

**712.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[bicsi's solution](#)

**713.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[bicsi's solution](#)

**714.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[bicsi's solution](#)

**715.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[bicsi's solution](#)

**716.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2019-01-25 · last AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[bicsi's solution](#)

**717.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[bicsi's solution](#)

**718.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**719.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[bicsi's solution](#)

**720.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[bicsi's solution](#)

**721.**

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2018-02-04 · last AC: 2018-02-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[bicsi's solution](#)

**722.**

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bicsi's solution](#)

**723.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[bicsi's solution](#)

**724.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[bicsi's solution](#)

**725.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[bicsi's solution](#)

**726.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[bicsi's solution](#)

**727.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[bicsi's solution](#)

**728.**

611F

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

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

[bicsi's solution](#)

**729.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[bicsi's solution](#)

**730.**

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[bicsi's solution](#)

**731.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[bicsi's solution](#)

**732.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[bicsi's solution](#)

**733.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[bicsi's solution](#)

**734.**

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[bicsi's solution](#)

**735.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[bicsi's solution](#)

**736.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[bicsi's solution](#)

**737.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[bicsi's solution](#)

**738.**

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[bicsi's solution](#)

**739.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[bicsi's solution](#)

**740.**

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[bicsi's solution](#)

**741.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[bicsi's solution](#)

**742.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[bicsi's solution](#)

**743.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bicsi's solution](#)

**744.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bicsi's solution](#)

**745.**

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[bicsi's solution](#)

**746.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[bicsi's solution](#)

**747.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[bicsi's solution](#)

**748.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[bicsi's solution](#)

**749.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · last AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[bicsi's solution](#)

**750.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[bicsi's solution](#)

**751.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-25 · last AC: 2015-12-25 · GNU C++11 (first AC) · Tags: dp  
[bicsi's solution](#)

**752.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: data structures  
[bicsi's solution](#)

**753.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[bicsi's solution](#)

**754.**

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[bicsi's solution](#)

**755.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees  
[bicsi's solution](#)

**756.**

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing  
[bicsi's solution](#)

**757.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths  
[bicsi's solution](#)

**758.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, math  
[bicsi's solution](#)

**759.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities  
[bicsi's solution](#)

**760.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[bicsi's solution](#)

**761.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[bicsi's solution](#)

**762.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[bicsi's solution](#)

**763.**

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings  
[bicsi's solution](#)

**764.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings  
[bicsi's solution](#)

**765.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[bicsi's solution](#)

**766.**

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[bicsi's solution](#)

**767.**

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[bicsi's solution](#)

**768.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees  
[bicsi's solution](#)

**769.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics  
[bicsi's solution](#)

**770.**

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, probabilities, two pointers  
[bicsi's solution](#)

**771.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[bicsi's solution](#)

**772.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures  
[bicsi's solution](#)

**773.**

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-02-16 · last AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[bicsi's solution](#)

**774.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: geometry, graphs  
[bicsi's solution](#)

**775.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings  
[bicsi's solution](#)

**776.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: data structures  
[bicsi's solution](#)

**777.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2016-12-26 · last AC: 2016-12-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math  
[bicsi's solution](#)

**778.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures  
[bicsi's solution](#)

**779.**

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees  
[bicsi's solution](#)

**780.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities  
[bicsi's solution](#)

**781.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry,

implementation

[bicsi's solution](#)

**782.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bicsi's solution](#)

**783.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-10-18 · last AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[bicsi's solution](#)

**784.**

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[bicsi's solution](#)

**785.**

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[bicsi's solution](#)

**786.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[bicsi's solution](#)

**787.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[bicsi's solution](#)

**788.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-05-30 · last AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[bicsi's solution](#)

**789.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[bicsi's solution](#)

**790.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: greedy

[bicsi's solution](#)

**791.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bicsi's solution](#)

**792.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[bicsi's solution](#)

**793.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, matrices

[bicsi's solution](#)

**794.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[bicsi's solution](#)

**795.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[bicsi's solution](#)

**796.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[bicsi's solution](#)

**797.**

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[bicsi's solution](#)

**798.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[bicsi's solution](#)

**799.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[bicsi's solution](#)

**800.**

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[bicsi's solution](#)

**801.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[bicsi's solution](#)

**802.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: data structures, dp, math

[bicsi's solution](#)

**803.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[bicsi's solution](#)

**804.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[bicsi's solution](#)

**805.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[bicsi's solution](#)

**806.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[bicsi's solution](#)

**807.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[bicsi's solution](#)

**808.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: geometry, two pointers

[bicsi's solution](#)

**809.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[bicsi's solution](#)

**810.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-09-23 · last AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[bicsi's solution](#)

**811.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[bicsi's solution](#)

**812.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2016-11-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[bicsi's solution](#)

### 813.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: graphs

[bicsi's solution](#)

### 814.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[bicsi's solution](#)

### 815.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[bicsi's solution](#)

### 816.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-02-13 · last AC: 2018-02-13 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[bicsi's solution](#)

### 817.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2020-10-02 · last AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[bicsi's solution](#)

### 818.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[bicsi's solution](#)

### 819.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-01 · last AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy

[bicsi's solution](#)

### 820.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · Rust 2021 (first AC) · Tags: —

[bicsi's solution](#)

### 821.

105578G

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

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

### 822.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**823.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**824.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · Rust 2021 (first AC) · Tags: —

[bicsi's solution](#)

**825.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**826.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · Rust 2021 (first AC) · Tags: —

[bicsi's solution](#)

**827.**

104854H

[Homogeneous Mixings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bicsi's solution](#)

**828.**

104854K

[Kenough Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**829.**

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**830.**

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Rust 2021 (first AC) · Tags: —

[bicsi's solution](#)

**831.**

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**832.**

104854B

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

Rating: — · first AC: 2024-11-10 · Rust 2021 (first AC) · Tags: —

[bicsi's solution](#)

**833.**

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**834.**

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**835.**

104854E

[Elimination Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**836.**

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**837.**

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[bicsi's solution](#)

**838.**

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**839.**

104147C

[Disney Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**840.**

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**841.**

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**842.**

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**843.**

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**844.**

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**845.**

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**846.**

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**847.**

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**848.**

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**849.**

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**850.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**851.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**852.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**853.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**854.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**855.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**856.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**857.**

104059C

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

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**858.**

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**859.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**860.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**861.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**862.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[bicsi's solution](#)

**863.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**864.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[bicsi's solution](#)

**865.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**866.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[bicsi's solution](#)

**867.**

103470A

[Ops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**868.**

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[bicsi's solution](#)

**869.**

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[bicsi's solution](#)

**870.**

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**871.**

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**872.**

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**873.**

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**874.**

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**875.**

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**876.**

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**877.**

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**878.**

100451J

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

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**879.**

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**880.**

100451B

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

Rating: — · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: —

[bicsi's solution](#)

**881.**

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**882.**

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**883.**

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[bicsi's solution](#)

**884.**

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**885.**

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**886.**

102832J

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**887.**

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**888.**

102832D

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**889.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**890.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**891.**

102082H

[Four-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**892.**

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**893.**

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**894.**

102082G

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

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**895.**

102082D

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

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**896.**

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**897.**

102082C

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

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**898.**

102082A

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

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**899.**

102082B

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

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**900.**

102460E

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**901.**

102460G

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**902.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**903.**

102460L

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**904.**

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**905.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**906.**

102460J

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**907.**

102460K

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**908.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**909.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**910.**

102460C

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**911.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**912.**

102896L

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

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**913.**

102896G

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

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**914.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**915.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**916.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**917.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**918.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**919.**

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**920.**

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**921.**

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**922.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**923.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**924.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**925.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**926.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**927.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**928.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**929.**

103202F

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

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**930.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**931.**

101955B

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

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**932.**

101955D

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

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**933.**

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**934.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**935.**

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**936.**

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**937.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**938.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**939.**

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**940.**

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**941.**

102956B

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

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**942.**

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**943.**

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**944.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**945.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**946.**

101611H

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

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**947.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**948.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**949.**

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**950.**

101611D

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

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**951.**

101611A

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

Rating: — · first AC: 2017-11-28 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**952.**

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**953.**

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**954.**

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**955.**

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**956.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**957.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**958.**

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**959.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**960.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**961.**

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**962.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**963.**

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**964.**

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**965.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**966.**

103069A

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**967.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**968.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**969.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**970.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**971.**

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**972.**

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**973.**

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**974.**

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**975.**

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**976.**

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**977.**

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**978.**

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**979.**

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**980.**

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**981.**

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**982.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**983.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**984.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**985.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[bicsi's solution](#)

**986.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bicsi's solution](#)

**987.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**988.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**989.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**990.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**991.**

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**992.**

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**993.**

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**994.**

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**995.**

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**996.**

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**997.**

102984I

[Selecting Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**998.**

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**999.**

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1000.**

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1001.**

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1002.**

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1003.**

102267G

[Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1004.**

102870F

[Flow of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1005.**

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1006.**

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1007.**

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1008.**

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1009.**

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1010.**

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1011.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1012.**

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1013.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1014.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1015.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1016.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1017.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1018.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1019.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1020.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1021.**

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1022.**

102331F

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

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1023.**

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1024.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1025.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1026.**

102331I

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

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1027.**

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1028.**

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1029.**

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1030.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1031.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1032.**

102835I

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

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1033.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1034.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1035.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1036.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1037.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1038.**

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · last AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1039.**

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1040.**

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1041.**

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1042.**

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1043.**

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1044.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1045.**

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1046.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1047.**

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1048.**

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1049.**

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1050.**

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1051.**

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1052.**

102220E

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

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1053.**

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1054.**

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1055.**

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1056.**

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1057.**

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1058.**

102423E

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

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1059.**

102423A

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

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1060.**

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1061.**

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1062.**

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1063.**

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1064.**

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1065.**

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1066.**

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1067.**

102423H

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

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1068.**

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1069.**

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1070.**

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1071.**

102136C

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

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1072.**

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1073.**

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1074.**

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1075.**

102136I

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

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1076.**

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1077.**

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1078.**

100490F

[Formal Program Verification](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1079.**

100490G

[GridBagLayout 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1080.**

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1081.**

100490C

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1082.**

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1083.**

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1084.**

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1085.**

100490E

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

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1086.**

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1087.**

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1088.**

102354B

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

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1089.**

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1090.**

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bicsi's solution](#)

**1091.**

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1092.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1093.**

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1094.**

102201I

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

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1095.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1096.**

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1097.**

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1098.**

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1099.**

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1100.**

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1101.**

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1102.**

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1103.**

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1104.**

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1105.**

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1106.**

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1107.**

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1108.**

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1109.**

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1110.**

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1111.**

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1112.**

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1113.**

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1114.**

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1115.**

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1116.**

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1117.**

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1118.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1119.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1120.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1121.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1122.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1123.**

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1124.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-07 · Python 3 (first AC) · Tags: \*special, brute force, dp, strings

[bicsi's solution](#)

**1125.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-07 · Python 3 (first AC) · Tags: \*special, implementation

[bicsi's solution](#)

**1126.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: \*special

[bicsi's solution](#)

**1127.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1128.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1129.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1130.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1131.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1132.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1133.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1134.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1135.**

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1136.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[bicsi's solution](#)

**1137.**

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bicsi's solution](#)

**1138.**

102428F

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

Rating: — · first AC: 2019-11-23 · last AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1139.**

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1140.**

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1141.**

102428J

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

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1142.**

102428C

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

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1143.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1144.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1145.**

102428A

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

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1146.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1147.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1148.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1149.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1150.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1151.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1152.**

102411L

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

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

### 1153.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1154.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1155.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1156.

102411J

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

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1157.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1158.

102411H

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

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1159.

102411M

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

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1160.

102411A

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

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1161.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1162.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

### 1163.

102192D

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

Rating: — · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1164.**

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1165.**

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1166.**

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1167.**

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · last AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1168.**

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1169.**

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1170.**

100518H

[Huffman Codes](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1171.**

100518I

[Intelligent Tourist](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1172.**

100518F

[Funny Card Game](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1173.**

100518B

[Braess's Paradox](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1174.**

101933A

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

Rating: — · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1175.**

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1176.**

101933E

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

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1177.**

101933I

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

Rating: — · first AC: 2019-08-10 · PyPy 3 (first AC) · Tags: —

[bicsi's solution](#)

**1178.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · PyPy 3 (first AC) · Tags: —

[bicsi's solution](#)

**1179.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1180.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1181.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1182.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1183.**

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation

[bicsi's solution](#)

**1184.**

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, binary search

[bicsi's solution](#)

**1185.**

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, strings

[bicsi's solution](#)

**1186.**

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[bicsi's solution](#)

**1187.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, math

[bicsi's solution](#)

**1188.**

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1189.**

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1190.**

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1191.**

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1192.**

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1193.**

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1194.**

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1195.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1196.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1197.**

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1198.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1199.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1200.**

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1201.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1202.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1203.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1204.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1205.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1206.**

101951B

[Jack's Candy Shop](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1207.**

101951A

[Ethan Finds the Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1208.**

101173J

[Jazz Journey](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1209.**

101173L

[Lost Logic](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1210.**

101173D

[Dancing Disks](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1211.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1212.**

101173B

[Bipartite Blanket](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1213.**

101173C

[Convex Contour](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1214.**

101173F

[Free Figurines](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1215.**

101173K

[Key Knocking](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1216.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

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

[bicsi's solution](#)

**1217.**

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[bicsi's solution](#)

**1218.**

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1219.**

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1220.**

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1221.**

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1222.**

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1223.**

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1224.**

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1225.**

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1226.**

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1227.**

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1228.**

101775D

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

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1229.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1230.**

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1231.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1232.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1233.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1234.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1235.**

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1236.**

101908H

[Police Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1237.**

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1238.**

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1239.**

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bicsi's solution](#)

**1240.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1241.**

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1242.**

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1243.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1244.**

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1245.**

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1246.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1247.**

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1248.**

101630D

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

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1249.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1250.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1251.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1252.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1253.**

101630A

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

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1254.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1255.**

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1256.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1257.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1258.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1259.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1260.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1261.**

101620A

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

Rating: — · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1262.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1263.**

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1264.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1265.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1266.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1267.**

101239E

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

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1268.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1269.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1270.**

101239A

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

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1271.**

101650E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1272.**

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1273.**

101650I

[Ideal Frame](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1274.**

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1275.**

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1276.**

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1277.**

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1278.**

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1279.**

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1280.**

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1281.**

101438F

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1282.**

101438B

[Number as a Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1283.**

101438C

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

Rating: — · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1284.**

101438E

[Manhattan Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1285.**

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · last AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1286.**

101612H

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

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1287.**

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1288.**

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1289.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1290.**

101612L

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

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1291.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1292.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1293.**

101612I

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

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1294.**

101612B

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

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1295.**

101612A

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

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1296.**

101617C

[Flipping Out](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1297.**

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1298.**

101617E

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

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1299.**

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1300.**

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1301.**

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1302.**

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1303.**

101617I

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

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1304.**

101481G

[Racing Car Trail](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1305.**

101481C

[Stack Machine Executor](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1306.**

101481E

[Stack Machine Programmer](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1307.**

101481D

[The Grille](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1308.**

101481I

[Unique Encryption Keys](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1309.**

101481J

[Vignere Cipher Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1310.**

101470G

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1311.**

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1312.**

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1313.**

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1314.**

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1315.**

101470B

[Circle of digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1316.**

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1317.**

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1318.**

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1319.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1320.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1321.**

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1322.**

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1323.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1324.**

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1325.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1326.**

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1327.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · Java 8 (first AC) · Tags: —

[bicsi's solution](#)

**1328.**

101194A

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

Rating: — · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1329.**

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1330.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1331.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1332.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1333.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1334.**

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1335.**

101353F

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

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1336.**

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1337.**

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1338.**

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1339.**

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1340.**

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1341.**

101353D

[Shaatchara](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1342.**

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1343.**

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1344.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1345.**

101190C

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

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1346.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1347.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1348.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1349.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · last AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1350.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1351.**

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1352.**

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1353.**

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1354.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1355.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1356.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[bicsi's solution](#)

**1357.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1358.**

101081B

[Random Run](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1359.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1360.**

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1361.**

100942L

[Three machines](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1362.**

100975D

[Strange Things](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · Python 2 (first AC) · Tags: —

[bicsi's solution](#)

**1363.**

100975H

[Sieve Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1364.**

100975I

[Ellipse and the Line](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1365.**

100975J

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1366.**

100975F

[Simple Calculations](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1367.**

100975A

[Black-White Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1368.**

100975E

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1369.**

100861H

[Hadron Trip](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1370.**

100861E

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

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1371.**

100861C

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1372.**

100861G

[Genesis Project](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1373.**

100861D

[Database Query Engine](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1374.**

100861B

[Bankrupt Broker](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1375.**

100861L

[Lucky Bonds](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1376.**

100861A

[ACM ICPC Rules](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1377.**

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1378.**

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1379.**

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1380.**

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1381.**

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1382.**

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1383.**

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1384.**

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1385.**

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1386.**

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1387.**

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1388.**

100705C2

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)

**1389.**

100705C1

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · last AC: 2015-07-01 · GNU C++11 (first AC) · Tags: —

[bicsi's solution](#)