

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

<https://cfelitetracker.vercel.app>

Unique solved — blackEarth

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

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

Filters: none

Count: 1,307

1.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[blackEarth's solution](#)

2.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[blackEarth's solution](#)

3.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[blackEarth's solution](#)

4.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[blackEarth's solution](#)

5.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[blackEarth's solution](#)

6.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation
[blackEarth's solution](#)

7.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation
[blackEarth's solution](#)

8.

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
[blackEarth's solution](#)

9.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,389 global accepts · Rating: 800 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: implementation
[blackEarth's solution](#)

10.

750A

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

Quality: 92,556 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[blackEarth's solution](#)

11.

802G1

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

Quality: 8,140 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

12.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[blackEarth's solution](#)

13.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,075 global accepts · Rating: 800 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[blackEarth's solution](#)

14.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2017-04-22 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

15.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-04-07 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[blackEarth's solution](#)

16.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: brute force, implementation

[blackEarth's solution](#)

17.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

18.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[blackEarth's solution](#)

19.

791A

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

Quality: 257,200 global accepts · Rating: 800 · first AC: 2017-03-25 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

20.

785A

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

Quality: 110,944 global accepts · Rating: 800 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

21.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: brute force, implementation
[blackEarth's solution](#)

22.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: greedy, implementation
[blackEarth's solution](#)

23.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

24.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,581 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

25.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,571 global accepts · Rating: 800 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

26.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

27.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

28.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force
[blackEarth's solution](#)

29.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,767 global accepts · Rating: 800 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, math
[blackEarth's solution](#)

30.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: implementation, math
[blackEarth's solution](#)

31.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,114 global accepts · Rating: 800 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: math
[blackEarth's solution](#)

32.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: math

[blackEarth's solution](#)

33.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 800 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[blackEarth's solution](#)

34.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

35.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

36.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[blackEarth's solution](#)

37.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[blackEarth's solution](#)

38.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[blackEarth's solution](#)

39.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[blackEarth's solution](#)

40.

814A

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

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

[blackEarth's solution](#)

41.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[blackEarth's solution](#)

42.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

43.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[blackEarth's solution](#)

44.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

45.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

46.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

47.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: brute force, geometry, implementation
[blackEarth's solution](#)

48.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math
[blackEarth's solution](#)

49.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: brute force, geometry
[blackEarth's solution](#)

50.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,460 global accepts · Rating: 900 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: sortings
[blackEarth's solution](#)

51.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

52.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

53.

653A

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

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

54.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

55.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

56.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: math
[blackEarth's solution](#)

57.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[blackEarth's solution](#)

58.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[blackEarth's solution](#)

59.

958B1

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

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: implementation
[blackEarth's solution](#)

60.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[blackEarth's solution](#)

61.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2017-04-12 · last AC: 2017-09-16 · GNU C++ (first AC) · Tags: brute force, implementation
[blackEarth's solution](#)

62.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: implementation, math, number theory
[blackEarth's solution](#)

63.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: math
[blackEarth's solution](#)

64.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

65.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: sortings

[blackEarth's solution](#)

66.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[blackEarth's solution](#)

67.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

68.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2016-04-24 · last AC: 2016-04-24 · GNU C++ (first AC) · Tags: brute force, math, number theory

[blackEarth's solution](#)

69.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2016-04-18 · last AC: 2016-04-18 · GNU C++ (first AC) · Tags: implementation, math

[blackEarth's solution](#)

70.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

71.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math

[blackEarth's solution](#)

72.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[blackEarth's solution](#)

73.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[blackEarth's solution](#)

74.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

75.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

76.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

77.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: combinatorics, math
[blackEarth's solution](#)

78.

644A

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

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

79.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

80.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[blackEarth's solution](#)

81.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[blackEarth's solution](#)

82.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, math
[blackEarth's solution](#)

83.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[blackEarth's solution](#)

84.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: *special, data structures, dp, implementation
[blackEarth's solution](#)

85.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[blackEarth's solution](#)

86.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[blackEarth's solution](#)

87.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[blackEarth's solution](#)

88.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[blackEarth's solution](#)

89.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[blackEarth's solution](#)

90.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

91.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-04-07 · GNU C++ (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[blackEarth's solution](#)

92.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

93.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2017-04-03 · GNU C++ (first AC) · Tags: brute force, implementation
[blackEarth's solution](#)

94.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: greedy, implementation, math
[blackEarth's solution](#)

95.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: greedy, sortings
[blackEarth's solution](#)

96.

706B

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

Quality: 84,435 global accepts · Rating: 1100 · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: binary search, dp, implementation
[blackEarth's solution](#)

97.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[blackEarth's solution](#)

98.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

99.

675A

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

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

[blackEarth's solution](#)

100.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[blackEarth's solution](#)

101.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, math, number theory

[blackEarth's solution](#)

102.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

103.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[blackEarth's solution](#)

104.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: greedy, sortings

[blackEarth's solution](#)

105.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[blackEarth's solution](#)

106.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: constructive algorithms

[blackEarth's solution](#)

107.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: greedy, implementation

[blackEarth's solution](#)

108.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: geometry, implementation

[blackEarth's solution](#)

109.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[blackEarth's solution](#)

110.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[blackEarth's solution](#)

111.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[blackEarth's solution](#)

112.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

113.

958C1

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

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: brute force

[blackEarth's solution](#)

114.

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

[blackEarth's solution](#)

115.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[blackEarth's solution](#)

116.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[blackEarth's solution](#)

117.

812A

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

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

[blackEarth's solution](#)

118.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[blackEarth's solution](#)

119.

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[blackEarth's solution](#)

120.

738B

[Spotlights](#) · [Tutorial](#)

Quality: 1200 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[blackEarth's solution](#)

121.

794B

[Cutting Carrot](#) · [Tutorial](#)

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

[blackEarth's solution](#)

122.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[blackEarth's solution](#)

123.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: data structures, math

[blackEarth's solution](#)

124.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: constructive algorithms

[blackEarth's solution](#)

125.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: constructive algorithms

[blackEarth's solution](#)

126.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-25 · GNU C++ (first AC) · Tags: brute force, math, number theory

[blackEarth's solution](#)

127.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: implementation, sortings

[blackEarth's solution](#)

128.

708A

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

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

[blackEarth's solution](#)

129.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: sortings

[blackEarth's solution](#)

130.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

131.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: implementation, sortings

[blackEarth's solution](#)

132.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[blackEarth's solution](#)

133.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: greedy, implementation

[blackEarth's solution](#)

134.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2016-03-28 · last AC: 2016-03-29 · GNU C++ (first AC) · Tags: strings

[blackEarth's solution](#)

135.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,476 global accepts · Rating: 1200 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: greedy, two pointers

[blackEarth's solution](#)

136.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

137.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,333 global accepts · Rating: 1200 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[blackEarth's solution](#)

138.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[blackEarth's solution](#)

139.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2016-03-22 · last AC: 2016-03-24 · GNU C++ (first AC) · Tags: brute force, greedy

[blackEarth's solution](#)

140.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

141.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms,

implementation

[blackEarth's solution](#)

142.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: greedy, math

[blackEarth's solution](#)

143.

612B

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

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: implementation, math

[blackEarth's solution](#)

144.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

145.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: brute force, implementation

[blackEarth's solution](#)

146.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[blackEarth's solution](#)

147.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[blackEarth's solution](#)

148.

982B

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

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[blackEarth's solution](#)

149.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[blackEarth's solution](#)

150.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[blackEarth's solution](#)

151.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

152.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[blackEarth's solution](#)

153.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[blackEarth's solution](#)

154.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-04-07 · last AC: 2017-04-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[blackEarth's solution](#)

155.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[blackEarth's solution](#)

156.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: implementation, strings
[blackEarth's solution](#)

157.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: binary search, implementation
[blackEarth's solution](#)

158.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs
[blackEarth's solution](#)

159.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: greedy, strings
[blackEarth's solution](#)

160.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: dp
[blackEarth's solution](#)

161.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

162.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

163.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: implementation, sortings

[blackEarth's solution](#)

164.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[blackEarth's solution](#)

165.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[blackEarth's solution](#)

166.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: implementation, sortings

[blackEarth's solution](#)

167.

4C

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

Quality: 108,133 global accepts · Rating: 1300 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[blackEarth's solution](#)

168.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: combinatorics

[blackEarth's solution](#)

169.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: combinatorics, implementation

[blackEarth's solution](#)

170.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[blackEarth's solution](#)

171.

653B

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

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

[blackEarth's solution](#)

172.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[blackEarth's solution](#)

173.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[blackEarth's solution](#)

174.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,161 global accepts · Rating: 1300 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[blackEarth's solution](#)

175.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[blackEarth's solution](#)

176.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[blackEarth's solution](#)

177.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[blackEarth's solution](#)

178.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: brute force

[blackEarth's solution](#)

179.

958D1

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

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: expression parsing, math

[blackEarth's solution](#)

180.

958A1

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

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

181.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[blackEarth's solution](#)

182.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[blackEarth's solution](#)

183.

802J1

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

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · last AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[blackEarth's solution](#)

184.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[blackEarth's solution](#)

185.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[blackEarth's solution](#)

186.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[blackEarth's solution](#)

187.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: dp

[blackEarth's solution](#)

188.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: constructive algorithms

[blackEarth's solution](#)

189.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[blackEarth's solution](#)

190.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: brute force, implementation

[blackEarth's solution](#)

191.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: combinatorics

[blackEarth's solution](#)

192.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[blackEarth's solution](#)

193.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation, math

[blackEarth's solution](#)

194.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: implementation, math

[blackEarth's solution](#)

195.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[blackEarth's solution](#)

196.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2016-05-13 · last AC: 2016-05-13 · GNU C++11 (first AC) · Tags: brute force, math
[blackEarth's solution](#)

197.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[blackEarth's solution](#)

198.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

199.

668A

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

Rating: 1400 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation
[blackEarth's solution](#)

200.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2016-03-28 · last AC: 2016-03-29 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[blackEarth's solution](#)

201.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math
[blackEarth's solution](#)

202.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[blackEarth's solution](#)

203.

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: data structures, expression parsing, math
[blackEarth's solution](#)

204.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2016-03-21 · last AC: 2020-05-16 · GNU C++ (first AC) · Tags: hashing, implementation
[blackEarth's solution](#)

205.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[blackEarth's solution](#)

206.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[blackEarth's solution](#)

207.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[blackEarth's solution](#)

208.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[blackEarth's solution](#)

209.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[blackEarth's solution](#)

210.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[blackEarth's solution](#)

211.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,854 global accepts · Rating: 1500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[blackEarth's solution](#)

212.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[blackEarth's solution](#)

213.

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: implementation
[blackEarth's solution](#)

214.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[blackEarth's solution](#)

215.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[blackEarth's solution](#)

216.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · last AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[blackEarth's solution](#)

217.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[blackEarth's solution](#)

218.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

219.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,095 global accepts · Rating: 1500 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[blackEarth's solution](#)

220.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[blackEarth's solution](#)

221.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[blackEarth's solution](#)

222.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2017-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[blackEarth's solution](#)

223.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[blackEarth's solution](#)

224.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[blackEarth's solution](#)

225.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[blackEarth's solution](#)

226.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: sortings

[blackEarth's solution](#)

227.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths

[blackEarth's solution](#)

228.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: matrices

[blackEarth's solution](#)

229.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[blackEarth's solution](#)

230.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: brute force, math, number theory

[blackEarth's solution](#)

231.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[blackEarth's solution](#)

232.

790A

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

Rating: 1500 · first AC: 2017-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[blackEarth's solution](#)

233.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2016-02-15 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: dp, implementation

[blackEarth's solution](#)

234.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: math, number theory

[blackEarth's solution](#)

235.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[blackEarth's solution](#)

236.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[blackEarth's solution](#)

237.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: binary search, implementation

[blackEarth's solution](#)

238.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, dp
[blackEarth's solution](#)

239.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[blackEarth's solution](#)

240.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: geometry, implementation, math
[blackEarth's solution](#)

241.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: greedy
[blackEarth's solution](#)

242.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

243.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: greedy
[blackEarth's solution](#)

244.

576A

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

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: math, number theory
[blackEarth's solution](#)

245.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

246.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2017-04-22 · last AC: 2020-05-15 · GNU C++ (first AC) · Tags: implementation, math
[blackEarth's solution](#)

247.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[blackEarth's solution](#)

248.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[blackEarth's solution](#)

249.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[blackEarth's solution](#)

250.

958E1

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

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[blackEarth's solution](#)

251.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[blackEarth's solution](#)

252.

949A

[Zebras](#) · [Tutorial](#)

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

[blackEarth's solution](#)

253.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[blackEarth's solution](#)

254.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: dp, two pointers

[blackEarth's solution](#)

255.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[blackEarth's solution](#)

256.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[blackEarth's solution](#)

257.

814C

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

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[blackEarth's solution](#)

258.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[blackEarth's solution](#)

259.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[blackEarth's solution](#)

260.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[blackEarth's solution](#)

261.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,049 global accepts · Rating: 1600 · first AC: 2016-04-03 · last AC: 2017-05-26 · GNU C++ (first AC) · Tags: dfs and similar
[blackEarth's solution](#)

262.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2016-04-03 · last AC: 2017-05-26 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings
[blackEarth's solution](#)

263.

372A

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

Quality: 15,593 global accepts · Rating: 1600 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[blackEarth's solution](#)

264.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[blackEarth's solution](#)

265.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2016-04-02 · last AC: 2017-05-19 · GNU C++ (first AC) · Tags: binary search, math, sortings
[blackEarth's solution](#)

266.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2016-04-02 · last AC: 2017-05-19 · GNU C++ (first AC) · Tags: games, math, number theory
[blackEarth's solution](#)

267.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[blackEarth's solution](#)

268.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,286 global accepts · Rating: 1600 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[blackEarth's solution](#)

269.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[blackEarth's solution](#)

270.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[blackEarth's solution](#)

271.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[blackEarth's solution](#)

272.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[blackEarth's solution](#)

273.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2017-04-06 · GNU C++ (first AC) · Tags: brute force, geometry, math

[blackEarth's solution](#)

274.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: binary search, math

[blackEarth's solution](#)

275.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: dp, strings

[blackEarth's solution](#)

276.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[blackEarth's solution](#)

277.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: dp, graphs

[blackEarth's solution](#)

278.

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[blackEarth's solution](#)

279.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[blackEarth's solution](#)

280.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: math, number theory

[blackEarth's solution](#)

281.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[blackEarth's solution](#)

282.

657A

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

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

[blackEarth's solution](#)

283.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

284.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, number theory

[blackEarth's solution](#)

285.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2016-03-22 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[blackEarth's solution](#)

286.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

287.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: binary search, two pointers

[blackEarth's solution](#)

288.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: implementation, strings

[blackEarth's solution](#)

289.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2016-02-12 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: geometry, implementation

[blackEarth's solution](#)

290.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[blackEarth's solution](#)

291.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: dp, greedy, math
[blackEarth's solution](#)

292.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: sortings
[blackEarth's solution](#)

293.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: geometry, sortings
[blackEarth's solution](#)

294.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: binary search, math
[blackEarth's solution](#)

295.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[blackEarth's solution](#)

296.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[blackEarth's solution](#)

297.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[blackEarth's solution](#)

298.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[blackEarth's solution](#)

299.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[blackEarth's solution](#)

300.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[blackEarth's solution](#)

301.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[blackEarth's solution](#)

302.

949B

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

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[blackEarth's solution](#)

303.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: binary search, dfs and similar
[blackEarth's solution](#)

304.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2018-01-28 · GNU C++11 (first AC) · Tags: math, number theory
[blackEarth's solution](#)

305.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2016-04-19 · last AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[blackEarth's solution](#)

306.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[blackEarth's solution](#)

307.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[blackEarth's solution](#)

308.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[blackEarth's solution](#)

309.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[blackEarth's solution](#)

310.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[blackEarth's solution](#)

311.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-08 · last AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[blackEarth's solution](#)

312.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu,

graphs, trees

[blackEarth's solution](#)

313.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: dfs and similar, math, probabilities, trees

[blackEarth's solution](#)

314.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: graphs

[blackEarth's solution](#)

315.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 1700 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: binary search, implementation

[blackEarth's solution](#)

316.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2017-04-06 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[blackEarth's solution](#)

317.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: *special

[blackEarth's solution](#)

318.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp

[blackEarth's solution](#)

319.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-03-21 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: dp, math

[blackEarth's solution](#)

320.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-03-21 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

321.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

322.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

323.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[blackEarth's solution](#)

324.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++ (first AC) · Tags: dp, sortings

[blackEarth's solution](#)

325.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dp, matrices

[blackEarth's solution](#)

326.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[blackEarth's solution](#)

327.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities

[blackEarth's solution](#)

328.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: data structures, implementation

[blackEarth's solution](#)

329.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[blackEarth's solution](#)

330.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1700 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: sortings, strings

[blackEarth's solution](#)

331.

644B

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

Quality: 2,846 global accepts · Rating: 1700 · first AC: 2016-03-19 · Python 3 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[blackEarth's solution](#)

332.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[blackEarth's solution](#)

333.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2016-02-04 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[blackEarth's solution](#)

334.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: brute force, greedy
[blackEarth's solution](#)

335.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: geometry, math
[blackEarth's solution](#)

336.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs
[blackEarth's solution](#)

337.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation
[blackEarth's solution](#)

338.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings
[blackEarth's solution](#)

339.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[blackEarth's solution](#)

340.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[blackEarth's solution](#)

341.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[blackEarth's solution](#)

342.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math
[blackEarth's solution](#)

343.

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: binary search, two pointers
[blackEarth's solution](#)

344.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[blackEarth's solution](#)

345.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[blackEarth's solution](#)

346.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[blackEarth's solution](#)

347.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[blackEarth's solution](#)

348.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[blackEarth's solution](#)

349.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[blackEarth's solution](#)

350.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[blackEarth's solution](#)

351.

802A2

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

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · last AC: 2017-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[blackEarth's solution](#)

352.

802A1

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

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · last AC: 2017-05-29 · GNU C++11 (first AC) · Tags: greedy

[blackEarth's solution](#)

353.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[blackEarth's solution](#)

354.

794C

[Naming Company](#) · [Tutorial](#)

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

[blackEarth's solution](#)

355.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures,

implementation

[blackEarth's solution](#)

356.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[blackEarth's solution](#)

357.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[blackEarth's solution](#)

358.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

359.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: combinatorics

[blackEarth's solution](#)

360.

675D

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

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

[blackEarth's solution](#)

361.

672C

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

Rating: 1800 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, implementation

[blackEarth's solution](#)

362.

668B

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

Rating: 1800 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

363.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2016-04-22 · last AC: 2016-04-22 · GNU C++ (first AC) · Tags: math

[blackEarth's solution](#)

364.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[blackEarth's solution](#)

365.

663A

[Rebus](#) · [Tutorial](#)

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

[blackEarth's solution](#)

366.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: greedy

[blackEarth's solution](#)

367.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: shortest paths

[blackEarth's solution](#)

368.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: math, number theory

[blackEarth's solution](#)

369.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[blackEarth's solution](#)

370.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[blackEarth's solution](#)

371.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[blackEarth's solution](#)

372.

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[blackEarth's solution](#)

373.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-03-22 · last AC: 2016-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[blackEarth's solution](#)

374.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[blackEarth's solution](#)

375.

645D

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

Quality: 3,339 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: binary search, dp, graphs

[blackEarth's solution](#)

376.

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: greedy, sortings

[blackEarth's solution](#)

377.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: constructive algorithms,

greedy, strings

[blackEarth's solution](#)

378.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[blackEarth's solution](#)

379.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[blackEarth's solution](#)

380.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[blackEarth's solution](#)

381.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: data structures, dp

[blackEarth's solution](#)

382.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[blackEarth's solution](#)

383.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[blackEarth's solution](#)

384.

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[blackEarth's solution](#)

385.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp

[blackEarth's solution](#)

386.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[blackEarth's solution](#)

387.

388B

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

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[blackEarth's solution](#)

388.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2016-04-03 · last AC: 2017-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[blackEarth's solution](#)

389.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[blackEarth's solution](#)

390.

367B

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

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[blackEarth's solution](#)

391.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[blackEarth's solution](#)

392.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[blackEarth's solution](#)

393.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[blackEarth's solution](#)

394.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2017-05-04 · last AC: 2017-05-04 · GNU C++ (first AC) · Tags: binary search, math

[blackEarth's solution](#)

395.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[blackEarth's solution](#)

396.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: dp

[blackEarth's solution](#)

397.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[blackEarth's solution](#)

398.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: dfs and similar

[blackEarth's solution](#)

399.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: games, matrices, probabilities

[blackEarth's solution](#)

400.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[blackEarth's solution](#)

401.

708B

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

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

[blackEarth's solution](#)

402.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[blackEarth's solution](#)

403.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: greedy, sortings

[blackEarth's solution](#)

404.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

405.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[blackEarth's solution](#)

406.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2016-03-25 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[blackEarth's solution](#)

407.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[blackEarth's solution](#)

408.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[blackEarth's solution](#)

409.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[blackEarth's solution](#)

410.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: data structures, dp, strings
[blackEarth's solution](#)

411.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-03-22 · last AC: 2016-03-22 · GNU C++ (first AC) · Tags: constructive algorithms
[blackEarth's solution](#)

412.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, implementation
[blackEarth's solution](#)

413.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: binary search, geometry, ternary search
[blackEarth's solution](#)

414.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: dp
[blackEarth's solution](#)

415.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2016-02-04 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices
[blackEarth's solution](#)

416.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: brute force, math
[blackEarth's solution](#)

417.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[blackEarth's solution](#)

418.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2016-03-25 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dp, math
[blackEarth's solution](#)

419.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[blackEarth's solution](#)

420.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[blackEarth's solution](#)

421.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[blackEarth's solution](#)

422.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[blackEarth's solution](#)

423.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[blackEarth's solution](#)

424.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-05-12 · last AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[blackEarth's solution](#)

425.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: dp

[blackEarth's solution](#)

426.

958A2

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

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: hashing, strings

[blackEarth's solution](#)

427.

933B

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

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

[blackEarth's solution](#)

428.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[blackEarth's solution](#)

429.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-24 · last AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[blackEarth's solution](#)

430.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2017-08-07 · last AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[blackEarth's solution](#)

431.

600D

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

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2016-02-13 · last AC: 2017-06-19 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

432.

814D

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

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

[blackEarth's solution](#)

433.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[blackEarth's solution](#)

434.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2017-06-03 · last AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[blackEarth's solution](#)

435.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[blackEarth's solution](#)

436.

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[blackEarth's solution](#)

437.

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2016-04-02 · last AC: 2017-05-19 · GNU C++ (first AC) · Tags: dp, strings

[blackEarth's solution](#)

438.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[blackEarth's solution](#)

439.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-04-07 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

440.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, games
[blackEarth's solution](#)

441.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: math, number theory
[blackEarth's solution](#)

442.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: dp, greedy, strings, trees
[blackEarth's solution](#)

443.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2016-04-01 · last AC: 2016-05-15 · GNU C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings
[blackEarth's solution](#)

444.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: binary search, greedy
[blackEarth's solution](#)

445.

668D

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

Rating: 2000 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures
[blackEarth's solution](#)

446.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2016-04-22 · last AC: 2016-04-23 · GNU C++ (first AC) · Tags: games
[blackEarth's solution](#)

447.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: geometry, implementation
[blackEarth's solution](#)

448.

663B

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

Rating: 2000 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[blackEarth's solution](#)

449.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2016-03-28 · last AC: 2016-03-29 · GNU C++ (first AC) · Tags: bitmasks, dp
[blackEarth's solution](#)

450.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, dp, hashing, implementation, math
[blackEarth's solution](#)

451.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: dp, matrices

[blackEarth's solution](#)

452.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: dp, hashing, strings

[blackEarth's solution](#)

453.

609D

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

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[blackEarth's solution](#)

454.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: ternary search

[blackEarth's solution](#)

455.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[blackEarth's solution](#)

456.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[blackEarth's solution](#)

457.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[blackEarth's solution](#)

458.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[blackEarth's solution](#)

459.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[blackEarth's solution](#)

460.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[blackEarth's solution](#)

461.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[blackEarth's solution](#)

462.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[blackEarth's solution](#)

463.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[blackEarth's solution](#)

464.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[blackEarth's solution](#)

465.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[blackEarth's solution](#)

466.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[blackEarth's solution](#)

467.

802J2

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

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · last AC: 2017-05-29 · GNU C++11 (first AC) · Tags: dp, trees

[blackEarth's solution](#)

468.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · last AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[blackEarth's solution](#)

469.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2017-05-22 · last AC: 2017-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[blackEarth's solution](#)

470.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[blackEarth's solution](#)

471.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[blackEarth's solution](#)

472.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[blackEarth's solution](#)

473.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
[blackEarth's solution](#)

474.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dp
[blackEarth's solution](#)

475.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[blackEarth's solution](#)

476.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: binary search, implementation, math
[blackEarth's solution](#)

477.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: implementation, math
[blackEarth's solution](#)

478.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, math
[blackEarth's solution](#)

479.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: data structures
[blackEarth's solution](#)

480.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: dp, greedy
[blackEarth's solution](#)

481.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: brute force, math, number theory
[blackEarth's solution](#)

482.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[blackEarth's solution](#)

483.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[blackEarth's solution](#)

484.

576C

[Points on Plane](#) · Tutorial

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[blackEarth's solution](#)

485.

576B

[Invariance of Tree](#) · Tutorial

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[blackEarth's solution](#)

486.

590B

[Chip 'n Dale Rescue Rangers](#) · Tutorial

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: binary search, geometry, math

[blackEarth's solution](#)

487.

1070A

[Find a Number](#) · Tutorial

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[blackEarth's solution](#)

488.

868D

[Huge Strings](#) · Tutorial

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[blackEarth's solution](#)

489.

617E

[XOR and Favorite Number](#) · Tutorial

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-03-22 · last AC: 2018-05-10 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

490.

958E2

[Guard Duty \(medium\)](#) · Tutorial

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[blackEarth's solution](#)

491.

86D

[Powerful array](#) · Tutorial

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-03-31 · last AC: 2018-04-02 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[blackEarth's solution](#)

492.

804C

[Ice cream coloring](#) · Tutorial

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[blackEarth's solution](#)

493.

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

[blackEarth's solution](#)

494.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[blackEarth's solution](#)

495.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[blackEarth's solution](#)

496.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[blackEarth's solution](#)

497.

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-28 · last AC: 2017-07-06 · GNU C++11 (first AC) · Tags: *broken, games, greedy

[blackEarth's solution](#)

498.

820C

[Mister B and Boring Game](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 2200 · first AC: 2017-07-06 · GNU C++11 (first AC) · Tags: games, greedy

[blackEarth's solution](#)

499.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-18 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[blackEarth's solution](#)

500.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-13 · last AC: 2017-06-13 · GNU C++11 (first AC) · Tags: games

[blackEarth's solution](#)

501.

806C

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

Rating: 2200 · first AC: 2017-05-08 · last AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[blackEarth's solution](#)

502.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · last AC: 2017-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[blackEarth's solution](#)

503.

802D2

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

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[blackEarth's solution](#)

504.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[blackEarth's solution](#)

505.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[blackEarth's solution](#)

506.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[blackEarth's solution](#)

507.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2016-04-02 · last AC: 2017-05-19 · GNU C++ (first AC) · Tags: greedy, math

[blackEarth's solution](#)

508.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · last AC: 2017-05-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, interactive

[blackEarth's solution](#)

509.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2017-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[blackEarth's solution](#)

510.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: brute force, data structures

[blackEarth's solution](#)

511.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: hashing, implementation, math

[blackEarth's solution](#)

512.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-21 · last AC: 2016-08-21 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[blackEarth's solution](#)

513.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2016-08-15 · last AC: 2016-08-15 · GNU C++ (first AC) · Tags: dp

[blackEarth's solution](#)

514.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: trees

[blackEarth's solution](#)

515.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures

[blackEarth's solution](#)

516.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: implementation

[blackEarth's solution](#)

517.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: dp, sortings

[blackEarth's solution](#)

518.

663C

[Graph Coloring](#) · [Tutorial](#)

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

[blackEarth's solution](#)

519.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[blackEarth's solution](#)

520.

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[blackEarth's solution](#)

521.

657B

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

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

[blackEarth's solution](#)

522.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: hashing, strings

[blackEarth's solution](#)

523.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: number theory

[blackEarth's solution](#)

524.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: binary search, two pointers

[blackEarth's solution](#)

525.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: dfs and similar, greedy, sortings, trees

[blackEarth's solution](#)

526.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer, greedy

[blackEarth's solution](#)

527.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[blackEarth's solution](#)

528.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[blackEarth's solution](#)

529.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-20 · last AC: 2016-03-20 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[blackEarth's solution](#)

530.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: dp, greedy, strings

[blackEarth's solution](#)

531.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2016-02-15 · last AC: 2016-02-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[blackEarth's solution](#)

532.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2200 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: data structures, trees

[blackEarth's solution](#)

533.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[blackEarth's solution](#)

534.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: games, math

[blackEarth's solution](#)

535.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[blackEarth's solution](#)

536.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[blackEarth's solution](#)

537.

1070J

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

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[blackEarth's solution](#)

538.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[blackEarth's solution](#)

539.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[blackEarth's solution](#)

540.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[blackEarth's solution](#)

541.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[blackEarth's solution](#)

542.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings
[blackEarth's solution](#)

543.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2018-01-25 · last AC: 2018-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[blackEarth's solution](#)

544.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[blackEarth's solution](#)

545.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, implementation
[blackEarth's solution](#)

546.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[blackEarth's solution](#)

547.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: games
[blackEarth's solution](#)

548.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[blackEarth's solution](#)

549.

812E

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

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: games, trees
[blackEarth's solution](#)

550.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: string suffix structures
[blackEarth's solution](#)

551.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2017-05-11 · last AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[blackEarth's solution](#)

552.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: geometry, implementation, math, sortings
[blackEarth's solution](#)

553.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory
[blackEarth's solution](#)

554.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: math, number theory, probabilities
[blackEarth's solution](#)

555.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[blackEarth's solution](#)

556.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-08 · last AC: 2016-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[blackEarth's solution](#)

557.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, dp, implementation
[blackEarth's solution](#)

558.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: data structures, dp, graphs, shortest paths
[blackEarth's solution](#)

559.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[blackEarth's solution](#)

560.

668F

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

Rating: 2300 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: dp
[blackEarth's solution](#)

561.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory
[blackEarth's solution](#)

562.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees
[blackEarth's solution](#)

563.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[blackEarth's solution](#)

564.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: meet-in-the-middle
[blackEarth's solution](#)

565.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, trees
[blackEarth's solution](#)

566.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: games
[blackEarth's solution](#)

567.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, two pointers
[blackEarth's solution](#)

568.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: dp
[blackEarth's solution](#)

569.

595E

[Edo and Magnets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[blackEarth's solution](#)

570.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: games
[blackEarth's solution](#)

571.

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[blackEarth's solution](#)

572.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[blackEarth's solution](#)

573.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[blackEarth's solution](#)

574.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[blackEarth's solution](#)

575.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[blackEarth's solution](#)

576.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[blackEarth's solution](#)

577.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer, trees

[blackEarth's solution](#)

578.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-05-09 · last AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures

[blackEarth's solution](#)

579.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[blackEarth's solution](#)

580.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2016-04-03 · last AC: 2018-04-02 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[blackEarth's solution](#)

581.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[blackEarth's solution](#)

582.

908F

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

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

[blackEarth's solution](#)

583.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[blackEarth's solution](#)

584.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2017-09-18 · last AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[blackEarth's solution](#)

585.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-18 · last AC: 2017-06-20 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[blackEarth's solution](#)

586.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2017-05-27 · last AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[blackEarth's solution](#)

587.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2017-05-24 · last AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[blackEarth's solution](#)

588.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[blackEarth's solution](#)

589.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[blackEarth's solution](#)

590.

755E

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-04-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[blackEarth's solution](#)

591.

330E

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

Rating: 2400 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

592.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: flows

[blackEarth's solution](#)

593.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · last AC: 2016-08-20 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

594.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[blackEarth's solution](#)

595.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[blackEarth's solution](#)

596.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · last AC: 2016-05-09 · GNU C++ (first AC) · Tags: divide and conquer, dp

[blackEarth's solution](#)

597.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2016-04-02 · last AC: 2016-04-26 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

598.

668C

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

Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities

[blackEarth's solution](#)

599.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[blackEarth's solution](#)

600.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2016-04-24 · last AC: 2016-04-24 · GNU C++11 (first AC) · Tags: string suffix structures

[blackEarth's solution](#)

601.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: data structures

[blackEarth's solution](#)

602.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[blackEarth's solution](#)

603.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

604.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, two pointers

[blackEarth's solution](#)

605.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[blackEarth's solution](#)

606.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: number theory

[blackEarth's solution](#)

607.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: data structures, two pointers

[blackEarth's solution](#)

608.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[blackEarth's solution](#)

609.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[blackEarth's solution](#)

610.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: divide and conquer, dp, fft, math

[blackEarth's solution](#)

611.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[blackEarth's solution](#)

612.

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[blackEarth's solution](#)

613.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: number theory

[blackEarth's solution](#)

614.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: number theory

[blackEarth's solution](#)

615.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

616.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-16 · last AC: 2015-11-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[blackEarth's solution](#)

617.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2016-04-02 · last AC: 2018-05-10 · GNU C++ (first AC) · Tags: brute force, data structures

[blackEarth's solution](#)

618.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp

[blackEarth's solution](#)

619.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[blackEarth's solution](#)

620.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: data structures, probabilities

[blackEarth's solution](#)

621.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[blackEarth's solution](#)

622.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2017-05-03 · last AC: 2017-11-21 · GNU C++ (first AC) · Tags: data structures, dp, matrices, strings

[blackEarth's solution](#)

623.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp, math

[blackEarth's solution](#)

624.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[blackEarth's solution](#)

625.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[blackEarth's solution](#)

626.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2016-04-12 · last AC: 2016-04-12 · GNU C++ (first AC) · Tags: dp

[blackEarth's solution](#)

627.

660F

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

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[blackEarth's solution](#)

628.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: dp, matrices

[blackEarth's solution](#)

629.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

630.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2016-03-23 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[blackEarth's solution](#)

631.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[blackEarth's solution](#)

632.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-02-15 · last AC: 2016-02-26 · GNU C++ (first AC) · Tags: binary search, implementation

[blackEarth's solution](#)

633.

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: data structures, greedy

[blackEarth's solution](#)

634.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-02-12 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: data structures, geometry

[blackEarth's solution](#)

635.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[blackEarth's solution](#)

636.

958F3

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

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: fft

[blackEarth's solution](#)

637.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: brute force, data structures

[blackEarth's solution](#)

638.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2018-01-30 · last AC: 2018-01-30 · GNU C++11 (first AC) · Tags: data structures, probabilities

[blackEarth's solution](#)

639.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[blackEarth's solution](#)

640.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: games

[blackEarth's solution](#)

641.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[blackEarth's solution](#)

642.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[blackEarth's solution](#)

643.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[blackEarth's solution](#)

644.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: brute force, geometry, math

[blackEarth's solution](#)

645.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

646.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · last AC: 2016-04-16 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp

[blackEarth's solution](#)

647.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2016-04-15 · last AC: 2016-04-15 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[blackEarth's solution](#)

648.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2016-04-04 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

649.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: constructive algorithms

[blackEarth's solution](#)

650.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: geometry, math

[blackEarth's solution](#)

651.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: greedy

[blackEarth's solution](#)

652.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2016-03-28 · last AC: 2016-03-28 · GNU C++ (first AC) · Tags: geometry
[blackEarth's solution](#)

653.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[blackEarth's solution](#)

654.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2016-03-25 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, dp
[blackEarth's solution](#)

655.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2016-03-25 · last AC: 2016-03-25 · GNU C++11 (first AC) · Tags: geometry
[blackEarth's solution](#)

656.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2016-03-25 · last AC: 2016-03-25 · GNU C++11 (first AC) · Tags: math, number theory
[blackEarth's solution](#)

657.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[blackEarth's solution](#)

658.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[blackEarth's solution](#)

659.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings
[blackEarth's solution](#)

660.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: dp
[blackEarth's solution](#)

661.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[blackEarth's solution](#)

662.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2016-04-24 · last AC: 2018-03-31 · GNU C++11 (first AC) · Tags: data structures, dsu

[blackEarth's solution](#)

663.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-03-21 · last AC: 2018-03-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[blackEarth's solution](#)

664.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force

[blackEarth's solution](#)

665.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-14 · last AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[blackEarth's solution](#)

666.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[blackEarth's solution](#)

667.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2017-05-23 · last AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[blackEarth's solution](#)

668.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[blackEarth's solution](#)

669.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++ (first AC) · Tags: dp, math, probabilities, trees

[blackEarth's solution](#)

670.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

671.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: data structures, sortings, string suffix structures, strings

[blackEarth's solution](#)

672.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: dp, greedy

[blackEarth's solution](#)

673.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: dp, matrices

[blackEarth's solution](#)

674.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[blackEarth's solution](#)

675.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, math

[blackEarth's solution](#)

676.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[blackEarth's solution](#)

677.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[blackEarth's solution](#)

678.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[blackEarth's solution](#)

679.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp

[blackEarth's solution](#)

680.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2016-03-21 · last AC: 2016-04-04 · GNU C++ (first AC) · Tags: geometry

[blackEarth's solution](#)

681.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: binary search, greedy, math, sortings

[blackEarth's solution](#)

682.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: binary search, math, sortings

[blackEarth's solution](#)

683.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, math,

number theory

[blackEarth's solution](#)

684.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: data structures

[blackEarth's solution](#)

685.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[blackEarth's solution](#)

686.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-05 · last AC: 2018-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, math

[blackEarth's solution](#)

687.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[blackEarth's solution](#)

688.

896D

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

Quality: 616 global accepts · Rating: 2900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[blackEarth's solution](#)

689.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2016-04-03 · last AC: 2017-09-28 · GNU C++ (first AC) · Tags: brute force, geometry, math

[blackEarth's solution](#)

690.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation

[blackEarth's solution](#)

691.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu

[blackEarth's solution](#)

692.

128E

[Birthday](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2900 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: geometry, math

[blackEarth's solution](#)

693.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: brute force, geometry

[blackEarth's solution](#)

694.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: geometry, two pointers

[blackEarth's solution](#)

695.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[blackEarth's solution](#)

696.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[blackEarth's solution](#)

697.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[blackEarth's solution](#)

698.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2018-01-25 · last AC: 2018-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[blackEarth's solution](#)

699.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2016-05-12 · last AC: 2016-05-13 · GNU C++11 (first AC) · Tags: dp, matrices

[blackEarth's solution](#)

700.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2016-04-17 · last AC: 2016-04-17 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, trees

[blackEarth's solution](#)

701.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2016-04-05 · last AC: 2016-04-05 · GNU C++ (first AC) · Tags: combinatorics, dp, matrices, strings

[blackEarth's solution](#)

702.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2016-04-04 · GNU C++ (first AC) · Tags: data structures, strings

[blackEarth's solution](#)

703.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2016-04-02 · last AC: 2016-04-02 · GNU C++ (first AC) · Tags: math, number theory

[blackEarth's solution](#)

704.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: flows, graphs
[blackEarth's solution](#)

705.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: two pointers
[blackEarth's solution](#)

706.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: constructive algorithms, two pointers
[blackEarth's solution](#)

707.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: bitmasks, dp, expression parsing
[blackEarth's solution](#)

708.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2018-01-24 · last AC: 2018-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms
[blackEarth's solution](#)

709.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: geometry
[blackEarth's solution](#)

710.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2017-05-05 · last AC: 2017-05-05 · GNU C++ (first AC) · Tags: data structures, greedy
[blackEarth's solution](#)

711.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: brute force, dp, greedy
[blackEarth's solution](#)

712.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: data structures, implementation
[blackEarth's solution](#)

713.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[blackEarth's solution](#)

714.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-20 · last AC: 2018-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms,

dp

[blackEarth's solution](#)

715.

645G

[Armistice Area Apportionment](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2016-03-19 · last AC: 2016-04-13 · GNU C++ (first AC) · Tags: binary search, geometry
[blackEarth's solution](#)

716.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs
[blackEarth's solution](#)

717.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
[blackEarth's solution](#)

718.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-04-23 · last AC: 2016-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[blackEarth's solution](#)

719.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: binary search, geometry
[blackEarth's solution](#)

720.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: dp, math, matrices, probabilities
[blackEarth's solution](#)

721.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2018-10-05 · last AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[blackEarth's solution](#)

722.

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2017-05-15 · last AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry
[blackEarth's solution](#)

723.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

724.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

725.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

726.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

727.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

728.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

729.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

730.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

731.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

732.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

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

733.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

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

734.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

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

735.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

736.

102051E

[Nate and Enigmatic Torches](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

737.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

738.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

739.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

740.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

741.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

742.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

743.

101745A

[Police Patrol](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · last AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

744.

101745B

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

Rating: — · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

745.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · last AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

746.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

747.

101128F

[Landscaping](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

748.

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · last AC: 2017-11-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

749.

101128I

[Text Processor](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

750.

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

751.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

752.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

753.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

754.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

755.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

756.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

757.

101485K

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

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

758.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

759.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

760.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

761.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

762.

101485A

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

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

763.

101485J

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

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

764.

101485I

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

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

765.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

766.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

767.

101522D

[Distribution of Days](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

768.

101522B

[Bacteria Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

769.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

770.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

771.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

772.

100377K

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

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

773.

100377N

[Deputies on the tree \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

774.

100377E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

775.

100377J

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

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

776.

100377F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

777.

100377I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

778.

100377H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

779.

101480G

[Greenhouse Growth](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · last AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

780.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

781.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

782.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

783.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

784.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

785.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

786.

101061K

[Army](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

787.

101061H

[Robocon Club](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

788.

101061E

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

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

789.

101061C

[Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

790.

101061J

[Cola](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

791.

101061F

[Fairness](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

792.

101061G

[Repeat it](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

793.

101061I

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

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

794.

101061B

[RGB plants](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

795.

101061A

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

796.

101061D

[Max or Min .. that is the question!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

797.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

798.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

799.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

800.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

801.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

802.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

803.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

804.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

805.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

806.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · last AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

807.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

808.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

809.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

810.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

811.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

812.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

813.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

814.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

815.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

816.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

817.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

818.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

819.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

820.

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

821.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

822.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

823.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

824.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

825.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

826.

101446G

[Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

827.

101446H

[Flooding](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

828.

101446D

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

829.

101446I

[Parallelogram Dissection](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

830.

101446F

[Tree and Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

831.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

832.

101177B

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

Rating: — · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

833.

101177K

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

Rating: — · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

834.

101177A

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

Rating: — · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

835.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

836.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

837.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

838.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

839.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

840.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

841.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

842.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

843.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

844.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

845.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

846.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

847.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2017-07-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

848.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

849.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

850.

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

851.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

852.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

853.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

854.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

855.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

856.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

857.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

858.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

859.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

860.

101158G

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

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

861.

101158B

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

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

862.

101158C

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

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

863.

101158A

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

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

864.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · last AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

865.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

866.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

867.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

868.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

869.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

870.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

871.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

872.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

873.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

874.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

875.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

876.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

877.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

878.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

879.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

880.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

881.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

882.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

883.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

884.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

885.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

886.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

887.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

888.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

889.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

890.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

891.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

892.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

893.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

894.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

895.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

896.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

897.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

898.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · Java 8 (first AC) · Tags: —
[blackEarth's solution](#)

899.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

900.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

901.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

902.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

903.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

904.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

905.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

906.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

907.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

908.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

909.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

910.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

911.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

912.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

913.

101174F

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

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

914.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

915.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

916.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

917.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

918.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

919.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

920.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

921.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

922.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

923.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

924.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

925.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

926.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

927.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

928.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

929.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

930.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

931.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

932.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · last AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

933.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

934.

101206I

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

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

935.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

936.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

937.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

938.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

939.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

940.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

941.

101194A

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

Rating: — · first AC: 2017-06-14 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

942.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

943.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

944.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

945.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

946.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

947.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

948.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

949.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

950.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

951.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

952.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

953.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

954.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[blackEarth's solution](#)

955.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · last AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

956.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

957.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

958.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

959.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

960.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

961.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

962.

101341J

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

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

963.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

964.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

965.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

966.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

967.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

968.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

969.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

970.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

971.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

972.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

973.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

974.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-03 · last AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

975.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

976.

100985A

[MaratonIME helps Pablito](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

977.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

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

978.

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

979.

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

980.

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

981.

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

982.

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

983.

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

984.

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

985.

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[blackEarth's solution](#)

986.

101102L

[Starry Night](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

987.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

988.

101102K

[Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

989.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

990.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

991.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

992.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

993.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

994.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

995.

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: data structures
[blackEarth's solution](#)

996.

100819V

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

997.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

998.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

999.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1000.

100819R

[Class Time](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1001.**

100819Q

[Excellence](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1002.**

100819P

[Complexity](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1003.**

100819O

[Grid](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1004.**

100819N

[Egg Drop](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1005.**

100819M

[Magic Trick](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1006.**

100819L

[Millionaire](#) · [Tutorial](#)Rating: — · first AC: 2016-05-18 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1007.**

100820K

[Checkers](#) · [Tutorial](#)Rating: — · first AC: 2016-04-14 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1008.**

100820J

[Olympics](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1009.**

100820I

[Coverage](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1010.**

100820H

[Hilbert Sort](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1011.

100820G

[Racing Gems](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1012.**

100820E

[Excellence](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1013.**

100820D

[Triangle](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1014.**

100820C

[Classy](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1015.**

100820B

[Butterfly Effect](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1016.**

100820A

[Airports](#) · [Tutorial](#)Rating: — · first AC: 2016-04-11 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1017.**

100402H

[Road Signs](#) · [Tutorial](#)Rating: — · first AC: 2016-05-26 · last AC: 2016-05-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)**1018.**

100026G

[Second Division](#) · [Tutorial](#)Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)**1019.**

100026B

[Language AZ](#) · [Tutorial](#)Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)**1020.**

100026H

[Lanterns](#) · [Tutorial](#)Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)**1021.**

100026I

[Shoe Issue](#) · [Tutorial](#)Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1022.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1023.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1024.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1025.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1026.

100016I

[Lies, Damned Lies and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · last AC: 2016-05-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1027.

100016C

[Crossword](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · last AC: 2016-05-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1028.

100016E

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1029.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1030.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1031.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1032.

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1033.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1034.

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1035.

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1036.

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1037.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1038.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · last AC: 2016-05-11 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1039.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1040.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1041.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · last AC: 2016-05-10 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1042.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1043.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1044.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · last AC: 2016-05-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1045.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1046.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1047.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1048.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1049.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1050.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1051.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1052.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1053.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1054.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1055.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1056.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1057.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1058.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1059.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1060.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1061.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1062.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1063.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1064.

100365G

[Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1065.

100365C

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · Java 7 (first AC) · Tags: —
[blackEarth's solution](#)

1066.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1067.

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1068.

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1069.

100365B

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

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1070.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1071.

100451B

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

Rating: — · first AC: 2016-04-29 · Java 7 (first AC) · Tags: —
[blackEarth's solution](#)

1072.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1073.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1074.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1075.

100451J

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

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1076.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1077.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-28 · Java 7 (first AC) · Tags: —

[blackEarth's solution](#)

1078.

100417F

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

Rating: — · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1079.

100417J

[RSA](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-28 · Java 7 (first AC) · Tags: —

[blackEarth's solution](#)

1080.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1081.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1082.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · last AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1083.

100490E

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

Rating: — · first AC: 2016-04-26 · last AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1084.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1085.

100430H

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

Rating: — · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1086.

100490F

[Formal Program Verification](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1087.

100431A

[Achromatic Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1088.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1089.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1090.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1091.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1092.

100490C

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1093.

100490G

[GridBagLayout 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1094.

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1095.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1096.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1097.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1098.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1099.

100491B

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1100.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1101.

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1102.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1103.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1104.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1105.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1106.

100496F

[Furniture Factory](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1107.

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · last AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1108.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1109.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1110.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1111.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1112.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1113.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1114.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1115.

100496B

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

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1116.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1117.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1118.

100496E

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

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1119.

100496I

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

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1120.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1121.

100496H

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

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1122.

100496A

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

Rating: — · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1123.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · last AC: 2016-04-20 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1124.

100702D

[Log Set](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1125.

100702B

[Smoothing Window](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1126.

100702A

[Fairland](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1127.

100512A

[Abstract Dances](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1128.

100512I

[Incomparable Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1129.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1130.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1131.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1132.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1133.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1134.

100517E

[Exam Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1135.

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1136.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1137.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1138.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1139.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1140.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1141.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1142.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1143.

100518G

[Gold Mine](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1144.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-19 · last AC: 2016-04-19 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1145.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1146.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1147.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1148.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1149.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1150.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1151.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1152.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1153.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1154.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1155.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1156.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1157.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1158.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1159.

100279D

[Triangular table](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · last AC: 2016-04-16 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1160.

100279E

[PublicBank](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1161.

100279C

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1162.

100279F

[Airport](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1163.

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1164.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1165.

100960G

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

Rating: — · first AC: 2016-04-13 · last AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1166.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1167.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1168.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1169.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1170.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1171.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1172.

100524A

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

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1173.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1174.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1175.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1176.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1177.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1178.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1179.

100959M

[Team Competition](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1180.

100959K

[Stains](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1181.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · last AC: 2016-04-14 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1182.

100960D

[Handling a Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · last AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1183.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · last AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1184.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1185.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1186.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1187.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1188.

100703C

[Aerotaxi](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1189.

100956H

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · last AC: 2016-04-13 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1190.

100703D

[Draconian Actions](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1191.

100703H

[A lot of work](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1192.

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1193.

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1194.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1195.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1196.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1197.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1198.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1199.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1200.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1201.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-12 · last AC: 2016-04-12 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1202.

100958E

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-10 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1203.

100958F

[Directions](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1204.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1205.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1206.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1207.

100958H

[Distance Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1208.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1209.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1210.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · last AC: 2016-04-09 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1211.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1212.

100956G

[Pencil of Wishing](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1213.

100956E

[Odd Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · last AC: 2016-04-09 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1214.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · last AC: 2016-04-09 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1215.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —

[blackEarth's solution](#)

1216.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1217.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1218.

100959L

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

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1219.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1220.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1221.

100956L

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1222.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · last AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1223.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · last AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1224.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1225.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1226.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1227.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · last AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1228.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1229.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · last AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1230.

100886B

[Game on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1231.

100886D

[Catenary](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1232.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · last AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1233.

100825H

[Trick Shot](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · last AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1234.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1235.

100825A

[Being Solarly Systematic](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1236.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1237.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1238.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1239.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1240.

100886C

[Black and White Board](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-05 · last AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1241.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: —

[blackEarth's solution](#)

1242.

100917G

[Game "Minesweeper" · Tutorial](#)

Rating: — · first AC: 2016-03-26 · last AC: 2016-04-06 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1243.

100886F

[Empty Vessels · Tutorial](#)

Rating: — · first AC: 2016-04-05 · last AC: 2016-04-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1244.

100886I

[Archaeological Research · Tutorial](#)

Rating: — · first AC: 2016-04-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1245.

100886A

[Three Servers · Tutorial](#)

Rating: — · first AC: 2016-04-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1246.

100886J

[Sockets · Tutorial](#)

Rating: — · first AC: 2016-04-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1247.

100886G

[Maximum Product · Tutorial](#)

Rating: — · first AC: 2016-04-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1248.

100886H

[Biathlon 2.0 · Tutorial](#)

Rating: — · first AC: 2016-04-05 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1249.

394E

[Lightbulb for Minister · Tutorial](#)

Quality: 133 global accepts · Rating: — · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: geometry
[blackEarth's solution](#)

1250.

100448F

[Data Mining · Tutorial](#)

Rating: — · first AC: 2016-03-29 · last AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1251.

100448D

[Splitting Money · Tutorial](#)

Rating: — · first AC: 2016-03-29 · last AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1252.

100448E

[Burger Bar · Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1253.

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1254.

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1255.

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1256.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1257.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1258.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1259.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · last AC: 2016-03-28 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1260.

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1261.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1262.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1263.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1264.

100705A5

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1265.

100705A6

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1266.

100705A4

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1267.

100705C2

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1268.

100705C3

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1269.

100705C1

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1270.

100705A3

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1271.

100705A2

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1272.

100705A1

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1273.

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1274.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1275.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · last AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1276.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1277.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1278.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1279.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1280.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · last AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1281.

100917E

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

Rating: — · first AC: 2016-03-25 · last AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1282.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1283.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1284.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1285.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1286.

100917B

[Battle Mage](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · last AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1287.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · last AC: 2016-03-26 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1288.

100917K

[Krotek](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · last AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1289.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1290.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1291.

100917I

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

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1292.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1293.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1294.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1295.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1296.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1297.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1298.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —
[blackEarth's solution](#)

1299.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1300.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1301.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1302.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1303.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1304.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · last AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1305.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1306.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)

1307.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: —
[blackEarth's solution](#)