

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

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# Unique solved — bomo

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

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

Filters: none

Count: 607

1.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[bomo's solution](#)

2.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers  
[bomo's solution](#)

3.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,011 global accepts · Rating: 800 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[bomo's solution](#)

4.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[bomo's solution](#)

5.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

6.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[bomo's solution](#)

7.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[bomo's solution](#)

8.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-02 · last AC: 2019-04-10 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

9.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[bomo's solution](#)

**10.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[bomo's solution](#)

**11.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[bomo's solution](#)

**12.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

**13.**

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[bomo's solution](#)

**14.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[bomo's solution](#)

**15.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

**16.**

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

**17.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**18.**

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: games, math  
[bomo's solution](#)

**19.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,985 global accepts · Rating: 800 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**20.**

1005A

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

Quality: 27,511 global accepts · Rating: 800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**21.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**22.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**23.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[bomo's solution](#)

**24.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**25.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[bomo's solution](#)

**26.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[bomo's solution](#)

**27.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[bomo's solution](#)

**28.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, math  
[bomo's solution](#)

**29.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

**30.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

**31.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math  
[bomo's solution](#)

**32.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,812 global accepts · Rating: 800 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[bomo's solution](#)

**33.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings  
[bomo's solution](#)

**34.**

791A

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

Quality: 257,289 global accepts · Rating: 800 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**35.**

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**36.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[bomo's solution](#)

**37.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**38.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: implementation  
[bomo's solution](#)

**39.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: implementation  
[bomo's solution](#)

**40.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[bomo's solution](#)

**41.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[bomo's solution](#)

**42.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[bomo's solution](#)

**43.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[bomo's solution](#)

**44.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[bomo's solution](#)

**45.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[bomo's solution](#)

**46.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bomo's solution](#)

**47.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bomo's solution](#)

**48.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**49.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**50.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[bomo's solution](#)

**51.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[bomo's solution](#)

**52.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**53.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bomo's solution](#)

**54.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[bomo's solution](#)

**55.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings  
[bomo's solution](#)

**56.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: implementation, strings  
[bomo's solution](#)

**57.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: implementation, math  
[bomo's solution](#)

**58.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings  
[bomo's solution](#)

**59.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation  
[bomo's solution](#)

**60.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings  
[bomo's solution](#)

**61.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[bomo's solution](#)

**62.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[bomo's solution](#)

**63.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[bomo's solution](#)

**64.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[bomo's solution](#)

**65.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bomo's solution](#)

**66.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bomo's solution](#)

**67.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[bomo's solution](#)

**68.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**69.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: sortings

[bomo's solution](#)

**70.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bomo's solution](#)

**71.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[bomo's solution](#)

**72.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: math

[bomo's solution](#)

**73.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**74.**

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[bomo's solution](#)

**75.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**76.**

757A

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

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

[bomo's solution](#)

**77.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dp, greedy

[bomo's solution](#)

**78.**

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, math

[bomo's solution](#)

**79.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,918 global accepts · Rating: 1000 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: implementation, math

[bomo's solution](#)

**80.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bomo's solution](#)

**81.**

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[bomo's solution](#)

**82.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**83.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bomo's solution](#)

**84.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: sortings, strings

[bomo's solution](#)

**85.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: sortings

[bomo's solution](#)

**86.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[bomo's solution](#)

**87.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**88.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[bomo's solution](#)

**89.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force

[bomo's solution](#)

**90.**

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: implementation, math

[bomo's solution](#)

**91.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: math

[bomo's solution](#)

**92.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bomo's solution](#)

**93.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[bomo's solution](#)

**94.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[bomo's solution](#)

**95.**

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[bomo's solution](#)

**96.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[bomo's solution](#)

**97.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[bomo's solution](#)

**98.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[bomo's solution](#)

**99.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[bomo's solution](#)

**100.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[bomo's solution](#)

**101.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[bomo's solution](#)

**102.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[bomo's solution](#)

**103.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[bomo's solution](#)

**104.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**105.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: implementation, math  
[bomo's solution](#)

**106.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation  
[bomo's solution](#)

**107.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers  
[bomo's solution](#)

**108.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**109.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,363 global accepts · Rating: 1200 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[bomo's solution](#)

**110.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[bomo's solution](#)

**111.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: greedy, implementation  
[bomo's solution](#)

**112.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**113.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[bomo's solution](#)

**114.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[bomo's solution](#)

**115.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[bomo's solution](#)

**116.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[bomo's solution](#)

**117.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**118.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation  
[bomo's solution](#)

**119.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[bomo's solution](#)

**120.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[bomo's solution](#)

**121.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[bomo's solution](#)

**122.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[bomo's solution](#)

**123.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bomo's solution](#)

**124.**

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**125.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[bomo's solution](#)

**126.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: greedy

[bomo's solution](#)

**127.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[bomo's solution](#)

**128.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bomo's solution](#)

**129.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bomo's solution](#)

**130.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[bomo's solution](#)

**131.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[bomo's solution](#)

**132.**

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[bomo's solution](#)

**133.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[bomo's solution](#)

**134.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[bomo's solution](#)

**135.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[bomo's solution](#)

**136.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**137.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bomo's solution](#)

**138.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[bomo's solution](#)

**139.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: implementation, math

[bomo's solution](#)

**140.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**141.**

982B

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

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[bomo's solution](#)

**142.**

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[bomo's solution](#)

**143.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**144.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[bomo's solution](#)

**145.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[bomo's solution](#)

**146.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[bomo's solution](#)

**147.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**148.**

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[bomo's solution](#)

**149.**

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[bomo's solution](#)

**150.**

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[bomo's solution](#)

**151.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[bomo's solution](#)

**152.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bomo's solution](#)

**153.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[bomo's solution](#)

**154.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: implementation, sortings

[bomo's solution](#)

**155.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[bomo's solution](#)

**156.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[bomo's solution](#)

**157.**

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[bomo's solution](#)

**158.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[bomo's solution](#)

**159.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[bomo's solution](#)

**160.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: implementation, trees

[bomo's solution](#)

**161.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[bomo's solution](#)

**162.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: binary search

[bomo's solution](#)

**163.**

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[bomo's solution](#)

## 164.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[bomo's solution](#)

## 165.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bomo's solution](#)

## 166.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[bomo's solution](#)

## 167.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[bomo's solution](#)

## 168.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[bomo's solution](#)

## 169.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bomo's solution](#)

## 170.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bomo's solution](#)

## 171.

1161A

[Hide and Seek](#) · [Tutorial](#)

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

[bomo's solution](#)

## 172.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[bomo's solution](#)

## 173.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: math

[bomo's solution](#)

**174.**

273A

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

Rating: 1500 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[bomo's solution](#)

**175.**

275C

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

Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[bomo's solution](#)

**176.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bomo's solution](#)

**177.**

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[bomo's solution](#)

**178.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[bomo's solution](#)

**179.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[bomo's solution](#)

**180.**

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[bomo's solution](#)

**181.**

959C

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

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[bomo's solution](#)

**182.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[bomo's solution](#)

**183.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[bomo's solution](#)

**184.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, math

[bomo's solution](#)

**185.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: greedy

[bomo's solution](#)

**186.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bomo's solution](#)

**187.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[bomo's solution](#)

**188.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[bomo's solution](#)

**189.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[bomo's solution](#)

**190.**

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**191.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[bomo's solution](#)

**192.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[bomo's solution](#)

**193.**

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[bomo's solution](#)

**194.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bomo's solution](#)

**195.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[bomo's solution](#)

**196.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[bomo's solution](#)

**197.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[bomo's solution](#)

**198.**

791C

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[bomo's solution](#)

**199.**

791B

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[bomo's solution](#)

**200.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[bomo's solution](#)

**201.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bomo's solution](#)

**202.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[bomo's solution](#)

**203.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[bomo's solution](#)

**204.**

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**205.**

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bomo's solution](#)

**206.**

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, matrices

[bomo's solution](#)

**207.**

373C

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

Rating: 1600 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[bomo's solution](#)

**208.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[bomo's solution](#)

**209.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy

[bomo's solution](#)

**210.**

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[bomo's solution](#)

**211.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[bomo's solution](#)

**212.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bomo's solution](#)

**213.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[bomo's solution](#)

**214.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[bomo's solution](#)

**215.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[bomo's solution](#)

**216.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[bomo's solution](#)

**217.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[bomo's solution](#)

**218.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[bomo's solution](#)

**219.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bomo's solution](#)

**220.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[bomo's solution](#)

**221.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: greedy

[bomo's solution](#)

**222.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[bomo's solution](#)

**223.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[bomo's solution](#)

**224.**

1003D

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

Quality: 8,963 global accepts · Rating: 1600 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: greedy

[bomo's solution](#)

**225.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[bomo's solution](#)

**226.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[bomo's solution](#)

**227.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[bomo's solution](#)

**228.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: geometry, implementation

[bomo's solution](#)

**229.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[bomo's solution](#)

**230.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bomo's solution](#)

**231.**

956B

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

Rating: 1600 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[bomo's solution](#)

**232.**

966A

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

Rating: 1600 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[bomo's solution](#)

**233.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[bomo's solution](#)

**234.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[bomo's solution](#)

**235.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[bomo's solution](#)

**236.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[bomo's solution](#)

**237.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[bomo's solution](#)

**238.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[bomo's solution](#)

**239.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[bomo's solution](#)

**240.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[bomo's solution](#)

**241.**

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures

[bomo's solution](#)

**242.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[bomo's solution](#)

**243.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · last AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search, ternary search

[bomo's solution](#)

**244.**

782C

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

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

[bomo's solution](#)

**245.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: data structures, hashing

[bomo's solution](#)

**246.**

716C

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

Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[bomo's solution](#)

**247.**

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[bomo's solution](#)

**248.**

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[bomo's solution](#)

**249.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[bomo's solution](#)

**250.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[bomo's solution](#)

**251.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[bomo's solution](#)

**252.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[bomo's solution](#)

**253.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[bomo's solution](#)

**254.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[bomo's solution](#)

**255.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[bomo's solution](#)

**256.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[bomo's solution](#)

**257.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bomo's solution](#)

**258.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[bomo's solution](#)

**259.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[bomo's solution](#)

**260.**

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[bomo's solution](#)

**261.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[bomo's solution](#)

**262.**

1015E1

[Stars Drawing \(Easy Edition\) · Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[bomo's solution](#)

**263.**

1006D

[Two Strings Swaps · Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: implementation

[bomo's solution](#)

**264.**

1009D

[Relatively Prime Graph · Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[bomo's solution](#)

**265.**

1009C

[Annoying Present · Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: greedy, math

[bomo's solution](#)

**266.**

1000C

[Covered Points Count · Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[bomo's solution](#)

**267.**

960C

[Subsequence Counting · Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[bomo's solution](#)

**268.**

956C

[Riverside Curio · Tutorial](#)

Rating: 1700 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[bomo's solution](#)

**269.**

990D

[Graph And Its Complement · Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[bomo's solution](#)

**270.**

815A

[Karen and Game · Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[bomo's solution](#)

**271.**

978G

[Petya's Exams · Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[bomo's solution](#)

**272.**

966B

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

Rating: 1700 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[bomo's solution](#)

**273.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: games, greedy

[bomo's solution](#)

**274.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[bomo's solution](#)

**275.**

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[bomo's solution](#)

**276.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[bomo's solution](#)

**277.**

828C

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

Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[bomo's solution](#)

**278.**

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[bomo's solution](#)

**279.**

2007E

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

Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[bomo's solution](#)

**280.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[bomo's solution](#)

**281.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[bomo's solution](#)

**282.**

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bomo's solution](#)

**283.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[bomo's solution](#)

**284.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[bomo's solution](#)

**285.**

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bomo's solution](#)

**286.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[bomo's solution](#)

**287.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: brute force

[bomo's solution](#)

**288.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[bomo's solution](#)

**289.**

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[bomo's solution](#)

**290.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[bomo's solution](#)

**291.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bomo's solution](#)

**292.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: brute force, math

[bomo's solution](#)

**293.**

947C

[Perfect Security](#) · [Tutorial](#)

Quality: 1800 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[bomo's solution](#)

**294.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[bomo's solution](#)

**295.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[bomo's solution](#)

**296.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: sortings

[bomo's solution](#)

**297.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: number theory

[bomo's solution](#)

**298.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, interactive

[bomo's solution](#)

**299.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[bomo's solution](#)

**300.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[bomo's solution](#)

**301.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[bomo's solution](#)

**302.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[bomo's solution](#)

**303.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: greedy

[bomo's solution](#)

**304.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[bomo's solution](#)

**305.**

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[bomo's solution](#)

**306.**

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[bomo's solution](#)

**307.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[bomo's solution](#)

**308.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[bomo's solution](#)

**309.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[bomo's solution](#)

**310.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[bomo's solution](#)

**311.**

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bomo's solution](#)

**312.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[bomo's solution](#)

**313.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[bomo's solution](#)

**314.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[bomo's solution](#)

**315.**

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[bomo's solution](#)

**316.**

780D

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

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[bomo's solution](#)

**317.**

1184E1

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

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[bomo's solution](#)

**318.**

1161B

[Chladni Figure](#) · [Tutorial](#)

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

[bomo's solution](#)

**319.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: math

[bomo's solution](#)

**320.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: data structures, trees

[bomo's solution](#)

**321.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bomo's solution](#)

**322.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[bomo's solution](#)

**323.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[bomo's solution](#)

**324.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

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949C

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**326.**

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

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**327.**

959E

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**328.**

959D

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Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**329.**

961E

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**330.**

1015E2

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**331.**

1012C

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**332.**

1012B

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**333.**

1000D

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981D

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**335.**

965D

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**336.**

982D

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**337.**

832D

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**338.**

782D

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**339.**

1250N

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515D

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**341.**

1204D1

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**342.**

1209G1

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**343.**

1190D

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**344.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

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**345.**

1229B

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**346.**

776D

[The Door Problem](#) · [Tutorial](#)

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**347.**

468B

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**348.**

1198C

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**349.**

1161C

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478D

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**351.**

1082E

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**352.**

1061D

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**353.**

1070C

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1029F

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**355.**

940E

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**356.**

1019B

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**357.**

999F

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**359.**

961D

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**360.**

1010D

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**361.**

1009E

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**362.**

997B

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**363.**

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**364.**

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**366.**

920F

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**367.**

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**368.**

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**369.**

807D

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**370.**

1250C

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**371.**

498C

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**372.**

1202C

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**373.**

1204D2

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**374.**

1183F

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1185F

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**376.**

1203F1

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**377.**

1213F

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1216F

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**379.**

1207F

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1217D

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**381.**

1218I

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1184E2

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1025D

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1029E

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**391.**

988F

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: dp

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988E

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**394.**

1005F

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1006F

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Quality: 6,890 global accepts · Rating: 2100 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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**396.**

1000E

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**397.**

992D

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**398.**

960D

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990E

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Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: greedy, sortings

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**402.**

980D

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985E

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985D

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920E

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**406.**

840B

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**407.**

791D

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Rating: 2100 · first AC: 2017-03-19 · last AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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**408.**

782E

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Rating: 2100 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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**409.**

321C

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**410.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

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**411.**

1179C

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**412.**

1231E

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**413.**

1220E

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**414.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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1215E

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**416.**

1184C2

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**417.**

1184B2

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804C

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**419.**

1039C

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1037E

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1070A

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**422.**

369D

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946E

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Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**424.**

1003F

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Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: dp, hashing, strings  
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**425.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[bomo's solution](#)

**426.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp  
[bomo's solution](#)

**427.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees  
[bomo's solution](#)

**428.**

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[bomo's solution](#)

**429.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[bomo's solution](#)

**430.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[bomo's solution](#)

**431.**

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[bomo's solution](#)

**432.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[bomo's solution](#)

**433.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[bomo's solution](#)

**434.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[bomo's solution](#)

**435.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[bomo's solution](#)

**436.**

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[bomo's solution](#)

**437.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[bomo's solution](#)

**438.**

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bomo's solution](#)

**439.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bomo's solution](#)

**440.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[bomo's solution](#)

**441.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[bomo's solution](#)

**442.**

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[bomo's solution](#)

**443.**

1070J

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

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bomo's solution](#)

**444.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[bomo's solution](#)

**445.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[bomo's solution](#)

**446.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: dp, strings

[bomo's solution](#)

**447.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[bomo's solution](#)

**448.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[bomo's solution](#)

**449.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[bomo's solution](#)

**450.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[bomo's solution](#)

**451.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[bomo's solution](#)

**452.**

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[bomo's solution](#)

**453.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[bomo's solution](#)

**454.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[bomo's solution](#)

**455.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[bomo's solution](#)

**456.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[bomo's solution](#)

**457.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[bomo's solution](#)

**458.**

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[bomo's solution](#)

**459.**

1161D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 2400 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[bomo's solution](#)

**460.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: interactive, probabilities

[bomo's solution](#)

**461.**

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[bomo's solution](#)

**462.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bomo's solution](#)

**463.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[bomo's solution](#)

**464.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[bomo's solution](#)

**465.**

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[bomo's solution](#)

**466.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: sortings

[bomo's solution](#)

**467.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[bomo's solution](#)

**468.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[bomo's solution](#)

**469.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[bomo's solution](#)

**470.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bomo's solution](#)

**471.**

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[bomo's solution](#)

**472.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[bomo's solution](#)

**473.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[bomo's solution](#)

**474.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[bomo's solution](#)

**475.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[bomo's solution](#)

**476.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[bomo's solution](#)

**477.**

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[bomo's solution](#)

**478.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[bomo's solution](#)

**479.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[bomo's solution](#)

**480.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: —

[bomo's solution](#)

**481.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-06-13 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[bomo's solution](#)

**482.**

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[bomo's solution](#)

**483.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[bomo's solution](#)

**484.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[bomo's solution](#)

**485.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[bomo's solution](#)

**486.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[bomo's solution](#)

**487.**

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-06-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[bomo's solution](#)

**488.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[bomo's solution](#)

**489.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[bomo's solution](#)

**490.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[bomo's solution](#)

**491.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[bomo's solution](#)

**492.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: binary search, hashing, string suffix structures

[bomo's solution](#)

**493.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: dp, greedy

[bomo's solution](#)

**494.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[bomo's solution](#)

**495.**

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[bomo's solution](#)

**496.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[bomo's solution](#)

**497.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[bomo's solution](#)

**498.**

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**499.**

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**500.**

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**501.**

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**502.**

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**503.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**504.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**505.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**506.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**507.**

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**508.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**509.**

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**510.**

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**511.**

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**512.**

102155I

[\\$\leq\\$ or \\$\geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**513.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**514.**

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**515.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**516.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**517.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**518.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**519.**

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**520.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**521.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**522.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**523.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**524.**

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · last AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**525.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**526.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**527.**

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**528.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**529.**

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**530.**

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**531.**

102253L

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

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**532.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**533.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**534.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bomo's solution](#)

**535.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**536.**

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bomo's solution](#)

**537.**

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**538.**

102191I

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

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**539.**

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**540.**

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**541.**

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**542.**

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**543.**

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**544.**

102190K

[Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**545.**

102190I

[Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**546.**

102190B

[. Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**547.**

102190L

[. Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**548.**

102190H

[. Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**549.**

102190F

[. Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**550.**

102190A

[. Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**551.**

102219H

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Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**552.**

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**553.**

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**554.**

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**555.**

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**556.**

102219A

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Rating: — · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**557.**

102219K

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Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**558.**

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**559.**

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**560.**

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**561.**

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**562.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**563.**

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**564.**

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**565.**

102006F

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Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**566.**

102006I

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Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**567.**

102006J

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**568.**

100402G

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**569.**

100402A

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Rating: — · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[bomo's solution](#)

**570.**

100402F

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Rating: — · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**571.**

102006K

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[bomo's solution](#)

**572.**

102006G

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Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**573.**

102006C

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[bomo's solution](#)

**574.**

102006H

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[bomo's solution](#)

**575.**

102006D

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Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**576.**

102006B

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[bomo's solution](#)

**577.**

102006A

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**578.**

102055G

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Rating: — · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: —  
[bomo's solution](#)

**579.**

102055L

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Rating: — · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: —

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**580.**

102055A

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Rating: — · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: —

[bomo's solution](#)

**581.**

101807B

[Bob the Builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[bomo's solution](#)

**582.**

101807C

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

Rating: — · first AC: 2019-02-23 · last AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[bomo's solution](#)

**583.**

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**584.**

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bomo's solution](#)

**585.**

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bomo's solution](#)

**586.**

101807H

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Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bomo's solution](#)

**587.**

101807D

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Rating: — · first AC: 2019-02-23 · Python 3 (first AC) · Tags: —

[bomo's solution](#)

**588.**

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[bomo's solution](#)

**589.**

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**590.**

101807J

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**591.**

101807A

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**592.**

101933A

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[bomo's solution](#)

**593.**

101933E

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[bomo's solution](#)

**594.**

101933K

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**595.**

101933J

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[bomo's solution](#)

**596.**

101933H

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**597.**

101933D

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[bomo's solution](#)

**598.**

101933I

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**599.**

101933C

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**600.**

101933B

[Baby Bites](#) · [Tutorial](#)

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**601.**

100492A

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**602.**

100492E

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**603.**

100492F

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**604.**

100492H

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**605.**

100492G

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**606.**

100492I

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**607.**

100492B

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