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1863A

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8.

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9.

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13.

1774A

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14.

1769A

[B47Cm0D0 4Cä@Cä3C](#)

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22.

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24.

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25.

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26.

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29.

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30.

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1586A

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38.

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39.

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1216A

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1171D

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56.

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57.

1171A

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59.

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69.

988A

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70.

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71.

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72.

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74.

837A

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75.

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76.

770A

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79.

748A

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82.

618A

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83.

617A

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84.

551A

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87.

513A

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88.

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89.

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90.

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91.

432A

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92.

401A

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94.

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95.

339A

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96.

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99.

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101.

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103.

158A

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104.

155A

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105.

80A

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119A

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107.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2011-09-28 · GNU C++ (first AC) · Tags: brute force, implementation

[budalnik's solution](#)

108.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,267 global accepts · Rating: 800 · first AC: 2011-04-04 · Python 2 (first AC) · Tags: strings

[budalnik's solution](#)

109.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[budalnik's solution](#)

110.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[budalnik's solution](#)

111.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · Go (first AC) · Tags: brute force, math, sortings

[budalnik's solution](#)

112.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

113.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[budalnik's solution](#)

114.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[budalnik's solution](#)

115.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[budalnik's solution](#)

116.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[budalnik's solution](#)

117.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[budalnik's solution](#)

118.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[budalnik's solution](#)

119.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[budalnik's solution](#)

120.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[budalnik's solution](#)

121.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[budalnik's solution](#)

122.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[budalnik's solution](#)

123.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[budalnik's solution](#)

124.

1171C

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

Rating: 900 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, sortings, strings

[budalnik's solution](#)

125.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

126.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[budalnik's solution](#)

127.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[budalnik's solution](#)

128.

981A

[Antipalindrome](#) · [Tutorial](#)

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

[budalnik's solution](#)

129.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[budalnik's solution](#)

130.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[budalnik's solution](#)

131.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[budalnik's solution](#)

132.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[budalnik's solution](#)

133.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[budalnik's solution](#)

134.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[budalnik's solution](#)

135.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: math

[budalnik's solution](#)

136.

549A

[Face Detection](#) · [Tutorial](#)

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

[budalnik's solution](#)

137.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation

[budalnik's solution](#)

138.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,687 global accepts · Rating: 900 · first AC: 2014-10-06 · Python 2 (first AC) · Tags: implementation

[budalnik's solution](#)

139.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: math

[budalnik's solution](#)

140.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2012-03-07 · Python 2 (first AC) · Tags: greedy, sortings

[budalnik's solution](#)

141.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: geometry

[budalnik's solution](#)

142.

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[budalnik's solution](#)

143.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-23 · Python 2 (first AC) · Tags: math, number theory

[budalnik's solution](#)

144.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2025-03-05 · Python 3 (first AC) · Tags: implementation

[budalnik's solution](#)

145.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[budalnik's solution](#)

146.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[budalnik's solution](#)

147.

1784A

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

Quality: 17,138 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[budalnik's solution](#)

148.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[budalnik's solution](#)

149.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

150.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[budalnik's solution](#)

151.

1769B1

[A = >008D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[budalnik's solution](#)

152.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[budalnik's solution](#)

153.

1725B

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

Quality: 28,273 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[budalnik's solution](#)

154.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[budalnik's solution](#)

155.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[budalnik's solution](#)

156.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[budalnik's solution](#)

157.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

158.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[budalnik's solution](#)

159.

1237A

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

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

[budalnik's solution](#)

160.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[budalnik's solution](#)

161.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[budalnik's solution](#)

162.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[budalnik's solution](#)

163.

1054B

[Appending Mex](#) · [Tutorial](#)

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

164.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[budalnik's solution](#)

165.

958B1

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

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[budalnik's solution](#)

166.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[budalnik's solution](#)

167.

804A

[Find Amir](#) · [Tutorial](#)

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

168.

757A

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

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

169.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation
[budalnik's solution](#)

170.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[budalnik's solution](#)

171.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[budalnik's solution](#)

172.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation
[budalnik's solution](#)

173.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[budalnik's solution](#)

174.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[budalnik's solution](#)

175.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, math
[budalnik's solution](#)

176.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: implementation
[budalnik's solution](#)

177.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: brute force, implementation, math
[budalnik's solution](#)

178.

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation
[budalnik's solution](#)

179.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,490 global accepts · Rating: 1000 · first AC: 2012-10-01 · Python 2 (first AC) · Tags: greedy, sortings
[budalnik's solution](#)

180.

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2012-09-15 · last AC: 2012-09-15 · Python 2 (first AC) · Tags: implementation, math
[budalnik's solution](#)

181.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,318 global accepts · Rating: 1000 · first AC: 2012-08-27 · Python 2 (first AC) · Tags: implementation, strings
[budalnik's solution](#)

182.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2011-11-10 · Python 2 (first AC) · Tags: implementation
[budalnik's solution](#)

183.

43A

[Football](#) · [Tutorial](#)

Quality: 69,169 global accepts · Rating: 1000 · first AC: 2010-11-29 · GNU C++ (first AC) · Tags: strings
[budalnik's solution](#)

184.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · Python 2 (first AC) · Tags: implementation

[budalnik's solution](#)

185.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,367 global accepts · Rating: 1000 · first AC: 2011-03-23 · Python 2 (first AC) · Tags: implementation, math

[budalnik's solution](#)

186.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[budalnik's solution](#)

187.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[budalnik's solution](#)

188.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[budalnik's solution](#)

189.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[budalnik's solution](#)

190.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[budalnik's solution](#)

191.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[budalnik's solution](#)

192.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[budalnik's solution](#)

193.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[budalnik's solution](#)

194.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[budalnik's solution](#)

195.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[budalnik's solution](#)

196.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[budalnik's solution](#)

197.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[budalnik's solution](#)

198.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[budalnik's solution](#)

199.

1428C

[ABBB](#) · [Tutorial](#)

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

200.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: dp
[budalnik's solution](#)

201.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[budalnik's solution](#)

202.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[budalnik's solution](#)

203.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[budalnik's solution](#)

204.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

205.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[budalnik's solution](#)

206.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[budalnik's solution](#)

207.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-06-03 · last AC: 2018-06-03 · Haskell (first AC) · Tags: math
[budalnik's solution](#)

208.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[budalnik's solution](#)

209.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[budalnik's solution](#)

210.

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math
[budalnik's solution](#)

211.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings
[budalnik's solution](#)

212.

682A

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

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

213.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math
[budalnik's solution](#)

214.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[budalnik's solution](#)

215.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

216.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[budalnik's solution](#)

217.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy
[budalnik's solution](#)

218.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: implementation, strings
[budalnik's solution](#)

219.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
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220.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: implementation, math
[budalnik's solution](#)

221.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · MS C++ (first AC) · Tags: *special, data structures, dp, implementation
[budalnik's solution](#)

222.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation
[budalnik's solution](#)

223.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: brute force, implementation, math
[budalnik's solution](#)

224.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation
[budalnik's solution](#)

225.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings
[budalnik's solution](#)

226.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[budalnik's solution](#)

227.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[budalnik's solution](#)

228.

224A

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Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: brute force, geometry, math
[budalnik's solution](#)

229.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-08-21 · Python 2 (first AC) · Tags: implementation
[budalnik's solution](#)

230.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2012-08-18 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation
[budalnik's solution](#)

231.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-07 · Python 2 (first AC) · Tags: greedy, sortings
[budalnik's solution](#)

232.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2012-03-04 · Python 2 (first AC) · Tags: *special, greedy, implementation
[budalnik's solution](#)

233.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,492 global accepts · Rating: 1100 · first AC: 2010-11-29 · GNU C++ (first AC) · Tags: implementation, strings
[budalnik's solution](#)

234.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[budalnik's solution](#)

235.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[budalnik's solution](#)

236.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[budalnik's solution](#)

237.

1769C1

[A6XCD1D](#) [CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy
[budalnik's solution](#)

238.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[budalnik's solution](#)

239.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[budalnik's solution](#)

240.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

241.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[budalnik's solution](#)

242.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[budalnik's solution](#)

243.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[budalnik's solution](#)

244.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[budalnik's solution](#)

245.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[budalnik's solution](#)

246.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[budalnik's solution](#)

247.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

248.

1305B

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

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

[budalnik's solution](#)

249.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[budalnik's solution](#)

250.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[budalnik's solution](#)

251.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[budalnik's solution](#)

252.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[budalnik's solution](#)

253.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[budalnik's solution](#)

254.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[budalnik's solution](#)

255.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[budalnik's solution](#)

256.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[budalnik's solution](#)

257.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[budalnik's solution](#)

258.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[budalnik's solution](#)

259.

1097B

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

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[budalnik's solution](#)

260.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[budalnik's solution](#)

261.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[budalnik's solution](#)

262.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[budalnik's solution](#)

263.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[budalnik's solution](#)

264.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-06-02 · Haskell (first AC) · Tags: brute force, constructive algorithms
[budalnik's solution](#)

265.

958C1

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

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[budalnik's solution](#)

266.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[budalnik's solution](#)

267.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[budalnik's solution](#)

268.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[budalnik's solution](#)

269.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[budalnik's solution](#)

270.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers
[budalnik's solution](#)

271.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[budalnik's solution](#)

272.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[budalnik's solution](#)

273.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[budalnik's solution](#)

274.

708A

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

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

275.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings
[budalnik's solution](#)

276.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation
[budalnik's solution](#)

277.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math
[budalnik's solution](#)

278.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[budalnik's solution](#)

279.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[budalnik's solution](#)

280.

593A

[2Char](#) · [Tutorial](#)

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

281.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[budalnik's solution](#)

282.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, implementation
[budalnik's solution](#)

283.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[budalnik's solution](#)

284.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation
[budalnik's solution](#)

285.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[budalnik's solution](#)

286.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math
[budalnik's solution](#)

287.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[budalnik's solution](#)

288.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[budalnik's solution](#)

289.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[budalnik's solution](#)

290.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: brute force, graphs, math
[budalnik's solution](#)

291.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

292.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[budalnik's solution](#)

293.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: greedy, implementation, math
[budalnik's solution](#)

294.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-21 · Python 2 (first AC) · Tags: dfs and similar, dsu, graphs
[budalnik's solution](#)

295.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-04-19 · Python 2 (first AC) · Tags: geometry, math
[budalnik's solution](#)

296.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2010-09-10 · GNU C++ (first AC) · Tags: implementation, sortings
[budalnik's solution](#)

297.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[budalnik's solution](#)

298.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · Go (first AC) · Tags: greedy, math, number theory
[budalnik's solution](#)

299.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[budalnik's solution](#)

300.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[budalnik's solution](#)

301.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[budalnik's solution](#)

302.

1769C2

[Aö>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[budalnik's solution](#)

303.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[budalnik's solution](#)

304.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[budalnik's solution](#)

305.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[budalnik's solution](#)

306.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[budalnik's solution](#)

307.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[budalnik's solution](#)

308.

1563A

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[budalnik's solution](#)

309.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[budalnik's solution](#)

310.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[budalnik's solution](#)

311.

1425H

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

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

312.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-26 · Python 3 (first AC) · Tags: combinatorics, math

[budalnik's solution](#)

313.

1381A1

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

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[budalnik's solution](#)

314.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[budalnik's solution](#)

315.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[budalnik's solution](#)

316.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[budalnik's solution](#)

317.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[budalnik's solution](#)

318.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[budalnik's solution](#)

319.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

320.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[budalnik's solution](#)

321.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[budalnik's solution](#)

322.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[budalnik's solution](#)

323.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[budalnik's solution](#)

324.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[budalnik's solution](#)

325.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

326.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

327.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[budalnik's solution](#)

328.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[budalnik's solution](#)

329.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[budalnik's solution](#)

330.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[budalnik's solution](#)

331.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[budalnik's solution](#)

332.

982B

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

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-06-03 · Haskell (first AC) · Tags: data structures, greedy, implementation
[budalnik's solution](#)

333.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

334.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[budalnik's solution](#)

335.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

336.

840A

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

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

[budalnik's solution](#)

337.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

338.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[budalnik's solution](#)

339.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[budalnik's solution](#)

340.

750B

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

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

[budalnik's solution](#)

341.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[budalnik's solution](#)

342.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[budalnik's solution](#)

343.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[budalnik's solution](#)

344.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[budalnik's solution](#)

345.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[budalnik's solution](#)

346.

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: implementation, strings
[budalnik's solution](#)

347.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[budalnik's solution](#)

348.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[budalnik's solution](#)

349.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-05-10 · GNU C++11 (first AC) · Tags: brute force, implementation
[budalnik's solution](#)

350.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[budalnik's solution](#)

351.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

352.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees
[budalnik's solution](#)

353.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation
[budalnik's solution](#)

354.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: implementation, sortings
[budalnik's solution](#)

355.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings
[budalnik's solution](#)

356.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[budalnik's solution](#)

357.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[budalnik's solution](#)

358.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1300 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[budalnik's solution](#)

359.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · Python 2 (first AC) · Tags: *special, brute force, number theory

[budalnik's solution](#)

360.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-05-23 · Python 2 (first AC) · Tags: combinatorics, implementation

[budalnik's solution](#)

361.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · Python 2 (first AC) · Tags: math

[budalnik's solution](#)

362.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-03-23 · Python 2 (first AC) · Tags: implementation, strings

[budalnik's solution](#)

363.

262C

[Maxim and Discounts](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[budalnik's solution](#)

364.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[budalnik's solution](#)

365.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[budalnik's solution](#)

366.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[budalnik's solution](#)

367.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[budalnik's solution](#)

368.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[budalnik's solution](#)

369.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[budalnik's solution](#)

370.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[budalnik's solution](#)

371.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[budalnik's solution](#)

372.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[budalnik's solution](#)

373.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[budalnik's solution](#)

374.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[budalnik's solution](#)

375.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[budalnik's solution](#)

376.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[budalnik's solution](#)

377.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[budalnik's solution](#)

378.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[budalnik's solution](#)

379.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: interactive
[budalnik's solution](#)

380.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[budalnik's solution](#)

381.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[budalnik's solution](#)

382.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[budalnik's solution](#)

383.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[budalnik's solution](#)

384.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[budalnik's solution](#)

385.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[budalnik's solution](#)

386.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[budalnik's solution](#)

387.

1212D

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

Rating: 1400 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[budalnik's solution](#)

388.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[budalnik's solution](#)

389.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[budalnik's solution](#)

390.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[budalnik's solution](#)

391.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[budalnik's solution](#)

392.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

393.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[budalnik's solution](#)

394.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[budalnik's solution](#)

395.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[budalnik's solution](#)

396.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-06-03 · Haskell (first AC) · Tags: brute force, dp, implementation

[budalnik's solution](#)

397.

981C

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

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

[budalnik's solution](#)

398.

958D1

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

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[budalnik's solution](#)

399.

958A1

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

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[budalnik's solution](#)

400.

866A

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

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[budalnik's solution](#)

401.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[budalnik's solution](#)

402.

804B

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

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

403.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[budalnik's solution](#)

404.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

405.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[budalnik's solution](#)

406.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[budalnik's solution](#)

407.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: dp
[budalnik's solution](#)

408.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation

[budalnik's solution](#)

409.

679A

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

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

[budalnik's solution](#)

410.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[budalnik's solution](#)

411.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[budalnik's solution](#)

412.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[budalnik's solution](#)

413.

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[budalnik's solution](#)

414.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[budalnik's solution](#)

415.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[budalnik's solution](#)

416.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[budalnik's solution](#)

417.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[budalnik's solution](#)

418.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[budalnik's solution](#)

419.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, greedy
[budalnik's solution](#)

420.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings
[budalnik's solution](#)

421.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[budalnik's solution](#)

422.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[budalnik's solution](#)

423.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy
[budalnik's solution](#)

424.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math
[budalnik's solution](#)

425.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[budalnik's solution](#)

426.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: greedy, sortings
[budalnik's solution](#)

427.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: greedy, math, number theory
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428.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[budalnik's solution](#)

429.

233B

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Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, brute force, math
[budalnik's solution](#)

430.

219B

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Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-28 · Python 2 (first AC) · Tags: implementation
[budalnik's solution](#)

431.

158C

[Cd and pwd commands](#) · [Tutorial](#)

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[budalnik's solution](#)

432.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
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433.

1776L

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Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
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434.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[budalnik's solution](#)

435.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
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436.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
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437.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[budalnik's solution](#)

438.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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439.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry,

implementation, math

[budalnik's solution](#)

440.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[budalnik's solution](#)

441.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

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442.

1545A

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Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[budalnik's solution](#)

443.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[budalnik's solution](#)

444.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[budalnik's solution](#)

445.

1404A

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[budalnik's solution](#)

446.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

447.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[budalnik's solution](#)

448.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[budalnik's solution](#)

449.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[budalnik's solution](#)

450.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[budalnik's solution](#)

451.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[budalnik's solution](#)

452.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[budalnik's solution](#)

453.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

454.

1242A

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

455.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

456.

1218F

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Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[budalnik's solution](#)

457.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[budalnik's solution](#)

458.

1211B

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Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[budalnik's solution](#)

459.

332B

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Quality: 8,711 global accepts · Rating: 1500 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[budalnik's solution](#)

460.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[budalnik's solution](#)

461.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[budalnik's solution](#)

462.

1179A

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

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[budalnik's solution](#)

463.

1158A

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

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464.

1161A

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Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[budalnik's solution](#)

465.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[budalnik's solution](#)

466.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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467.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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468.

1089G

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Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[budalnik's solution](#)

469.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[budalnik's solution](#)

470.

1070H

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[budalnik's solution](#)

471.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[budalnik's solution](#)

472.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[budalnik's solution](#)

473.

1054C

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[budalnik's solution](#)

474.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[budalnik's solution](#)

475.

958F1

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Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[budalnik's solution](#)

476.

960B

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Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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477.

875B

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Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[budalnik's solution](#)

478.

847A

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Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[budalnik's solution](#)

479.

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[budalnik's solution](#)

480.

853A

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Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[budalnik's solution](#)

481.

837C

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Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[budalnik's solution](#)

482.

809A

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Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[budalnik's solution](#)

483.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[budalnik's solution](#)

484.

771A

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Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[budalnik's solution](#)

485.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
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486.

748B

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Quality: 5,557 global accepts · Rating: 1500 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[budalnik's solution](#)

487.

744A

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488.

724B

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

489.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation
[budalnik's solution](#)

490.

638B

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Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, dfs and similar, strings
[budalnik's solution](#)

491.

611C

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Quality: 9,027 global accepts · Rating: 1500 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: dp, implementation
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492.

587A

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Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: greedy

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493.

576A

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

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

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494.

555A

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[budalnik's solution](#)

495.

553A

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Quality: 9,831 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[budalnik's solution](#)

496.

545C

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Quality: 32,870 global accepts · Rating: 1500 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: dp, greedy

[budalnik's solution](#)

497.

550A

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498.

550C

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Quality: 32,138 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[budalnik's solution](#)

499.

527B

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

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: greedy

[budalnik's solution](#)

500.

520C

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Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: math, strings

[budalnik's solution](#)

501.

527C

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

[budalnik's solution](#)

502.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[budalnik's solution](#)

503.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: dsu, implementation

[budalnik's solution](#)

504.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[budalnik's solution](#)

505.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[budalnik's solution](#)

506.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs

[budalnik's solution](#)

507.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[budalnik's solution](#)

508.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths

[budalnik's solution](#)

509.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: matrices

[budalnik's solution](#)

510.

290B

[QR code](#) · [Tutorial](#)

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

[budalnik's solution](#)

511.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation

[budalnik's solution](#)

512.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[budalnik's solution](#)

513.

224B

[Array](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2012-09-16 · Python 2 (first AC) · Tags: bitmasks, implementation, two pointers

[budalnik's solution](#)

514.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[budalnik's solution](#)

515.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[budalnik's solution](#)

516.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[budalnik's solution](#)

517.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[budalnik's solution](#)

518.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[budalnik's solution](#)

519.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[budalnik's solution](#)

520.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[budalnik's solution](#)

521.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math
[budalnik's solution](#)

522.

1528A

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

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

523.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[budalnik's solution](#)

524.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[budalnik's solution](#)

525.

1396A

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

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

[budalnik's solution](#)

526.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[budalnik's solution](#)

527.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[budalnik's solution](#)

528.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,465 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[budalnik's solution](#)

529.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[budalnik's solution](#)

530.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[budalnik's solution](#)

531.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[budalnik's solution](#)

532.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[budalnik's solution](#)

533.

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[budalnik's solution](#)

534.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[budalnik's solution](#)

535.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[budalnik's solution](#)

536.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[budalnik's solution](#)

537.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[budalnik's solution](#)

538.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[budalnik's solution](#)

539.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[budalnik's solution](#)

540.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[budalnik's solution](#)

541.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

542.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[budalnik's solution](#)

543.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[budalnik's solution](#)

544.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[budalnik's solution](#)

545.

1028C

[Rectangles](#) · [Tutorial](#)

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

[budalnik's solution](#)

546.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[budalnik's solution](#)

547.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[budalnik's solution](#)

548.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[budalnik's solution](#)

549.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[budalnik's solution](#)

550.

958E1

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

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[budalnik's solution](#)

551.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[budalnik's solution](#)

552.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[budalnik's solution](#)

553.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[budalnik's solution](#)

554.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[budalnik's solution](#)

555.

878A

[Short Program](#) · [Tutorial](#)

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

556.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[budalnik's solution](#)

557.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[budalnik's solution](#)

558.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[budalnik's solution](#)

559.

837B

[Flag of Berland](#) · [Tutorial](#)

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

560.

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[budalnik's solution](#)

561.

793B

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

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

562.

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[budalnik's solution](#)

563.

763A

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

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

564.

750C

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

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

565.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[budalnik's solution](#)

566.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[budalnik's solution](#)

567.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

568.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[budalnik's solution](#)

569.

722C

[Destroying Array](#) · [Tutorial](#)

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

[budalnik's solution](#)

570.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

571.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: greedy, math

[budalnik's solution](#)

572.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[budalnik's solution](#)

573.

682C

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

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

[budalnik's solution](#)

574.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[budalnik's solution](#)

575.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[budalnik's solution](#)

576.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[budalnik's solution](#)

577.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[budalnik's solution](#)

578.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[budalnik's solution](#)

579.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[budalnik's solution](#)

580.

607A

[Chain Reaction](#) · [Tutorial](#)

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

581.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[budalnik's solution](#)

582.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: math
[budalnik's solution](#)

583.

593B

[Anton and Lines](#) · [Tutorial](#)

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

584.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math
[budalnik's solution](#)

585.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[budalnik's solution](#)

586.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: brute force
[budalnik's solution](#)

587.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy,

implementation, math

[budalnik's solution](#)

588.

524A

[A\\$>Ct=CCô>, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: implementation

[budalnik's solution](#)

589.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[budalnik's solution](#)

590.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[budalnik's solution](#)

591.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[budalnik's solution](#)

592.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: implementation

[budalnik's solution](#)

593.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: games, math, number theory

[budalnik's solution](#)

594.

344C

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

Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: math, number theory

[budalnik's solution](#)

595.

344D

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

Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[budalnik's solution](#)

596.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-06-17 · last AC: 2013-06-17 · GNU C++ (first AC) · Tags: greedy, math

[budalnik's solution](#)

597.

233C

[Cycles](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices

[budalnik's solution](#)

598.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation, math

[budalnik's solution](#)

599.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · Python 2 (first AC) · Tags: greedy, math

[budalnik's solution](#)

600.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[budalnik's solution](#)

601.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[budalnik's solution](#)

602.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[budalnik's solution](#)

603.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[budalnik's solution](#)

604.

1776F

[Train Splitting](#) · [Tutorial](#)

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

[budalnik's solution](#)

605.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[budalnik's solution](#)

606.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[budalnik's solution](#)

607.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[budalnik's solution](#)

608.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, two pointers

[budaInik's solution](#)

609.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[budaInik's solution](#)

610.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[budaInik's solution](#)

611.

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[budaInik's solution](#)

612.

1528B

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

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

[budaInik's solution](#)

613.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[budaInik's solution](#)

614.

1479A

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

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

[budaInik's solution](#)

615.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[budaInik's solution](#)

616.

1383A

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

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

[budaInik's solution](#)

617.

1381A2

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

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

[budaInik's solution](#)

618.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[budalnik's solution](#)

619.

1336B

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

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

[budalnik's solution](#)

620.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[budalnik's solution](#)

621.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[budalnik's solution](#)

622.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[budalnik's solution](#)

623.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[budalnik's solution](#)

624.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[budalnik's solution](#)

625.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[budalnik's solution](#)

626.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[budalnik's solution](#)

627.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[budalnik's solution](#)

628.

1237C1

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

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

[budalnik's solution](#)

629.

1210B

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

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[budalnik's solution](#)

630.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[budalnik's solution](#)

631.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[budalnik's solution](#)

632.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-20 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

633.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[budalnik's solution](#)

634.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings
[budalnik's solution](#)

635.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[budalnik's solution](#)

636.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[budalnik's solution](#)

637.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[budalnik's solution](#)

638.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
[budalnik's solution](#)

639.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[budalnik's solution](#)

640.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[budalnik's solution](#)

641.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[budalnik's solution](#)

642.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[budalnik's solution](#)

643.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[budalnik's solution](#)

644.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[budalnik's solution](#)

645.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[budalnik's solution](#)

646.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[budalnik's solution](#)

647.

966B

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

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

[budalnik's solution](#)

648.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[budalnik's solution](#)

649.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[budalnik's solution](#)

650.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[budalnik's solution](#)

651.

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

652.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[budalnik's solution](#)

653.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[budalnik's solution](#)

654.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

655.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[budalnik's solution](#)

656.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[budalnik's solution](#)

657.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[budalnik's solution](#)

658.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[budalnik's solution](#)

659.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[budalnik's solution](#)

660.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[budalnik's solution](#)

661.

644B

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

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

[budalnik's solution](#)

662.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[budalnik's solution](#)

663.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[budalnik's solution](#)

664.

598D

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

Quality: 13,094 global accepts · Rating: 1700 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[budalnik's solution](#)

665.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[budalnik's solution](#)

666.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: geometry, math

[budalnik's solution](#)

667.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[budalnik's solution](#)

668.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[budalnik's solution](#)

669.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[budalnik's solution](#)

670.

524B

[BD>D\\$> CÔ0 CÔ0CÄÖD& 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: dp, greedy

[budalnik's solution](#)

671.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[budalnik's solution](#)

672.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[budalnik's solution](#)

673.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: greedy, math

[budalnik's solution](#)

674.

361C

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

Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[budalnik's solution](#)

675.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[budalnik's solution](#)

676.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[budalnik's solution](#)

677.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, sortings, strings

[budalnik's solution](#)

678.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[budalnik's solution](#)

679.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[budalnik's solution](#)

680.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[budalnik's solution](#)

681.

1769D1

[A,3D00C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[budalnik's solution](#)

682.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[budalnik's solution](#)

683.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

684.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[budalnik's solution](#)

685.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[budalnik's solution](#)

686.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[budalnik's solution](#)

687.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[budalnik's solution](#)

688.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[budalnik's solution](#)

689.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[budalnik's solution](#)

690.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[budalnik's solution](#)

691.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[budalnik's solution](#)

692.

1450D

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

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

[budalnik's solution](#)

693.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[budalnik's solution](#)

694.

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[budalnik's solution](#)

695.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[budalnik's solution](#)

696.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[budalnik's solution](#)

697.

1381B

[Unmerge](#) · [Tutorial](#)

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

[budalnik's solution](#)

698.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[budalnik's solution](#)

699.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[budalnik's solution](#)

700.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[budalnik's solution](#)

701.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[budalnik's solution](#)

702.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[budalnik's solution](#)

703.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[budalnik's solution](#)

704.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[budalnik's solution](#)

705.

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

[budalnik's solution](#)

706.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

707.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[budalnik's solution](#)

708.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[budalnik's solution](#)

709.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[budalnik's solution](#)

710.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[budalnik's solution](#)

711.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[budalnik's solution](#)

712.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[budalnik's solution](#)

713.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[budalnik's solution](#)

714.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

715.

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[budalnik's solution](#)

716.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[budalnik's solution](#)

717.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[budalnik's solution](#)

718.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[budalnik's solution](#)

719.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[budalnik's solution](#)

720.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[budalnik's solution](#)

721.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

722.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[budalnik's solution](#)

723.

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[budalnik's solution](#)

724.

794C

[Naming Company](#) · [Tutorial](#)

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

[budalnik's solution](#)

725.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,486 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[budalnik's solution](#)

726.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[budalnik's solution](#)

727.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[budalnik's solution](#)

728.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[budalnik's solution](#)

729.

671A

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

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

[budalnik's solution](#)

730.

666A

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

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

[budalnik's solution](#)

731.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[budalnik's solution](#)

732.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[budalnik's solution](#)

733.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[budalnik's solution](#)

734.

645D

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

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[budalnik's solution](#)

735.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[budalnik's solution](#)

736.

623A

[Graph and String](#) · [Tutorial](#)

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

[budalnik's solution](#)

737.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory

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738.

551B

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739.

543A

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740.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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741.

532E

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Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

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742.

527D

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

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743.

528B

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Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[budalnik's solution](#)

744.

185B

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745.

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

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746.

436C

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[budalnik's solution](#)

747.

352C

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

Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[budalnik's solution](#)

748.

351A

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Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[budalnik's solution](#)

749.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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750.

1823D

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Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · Go (first AC) · Tags: constructive algorithms, math, strings

[budalnik's solution](#)

751.

1801C

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[budalnik's solution](#)

752.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[budalnik's solution](#)

753.

1784B

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Quality: 3,670 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

754.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[budalnik's solution](#)

755.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[budalnik's solution](#)

756.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[budalnik's solution](#)

757.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[budalnik's solution](#)

758.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[budalnik's solution](#)

759.

1479B1

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

[budalnik's solution](#)

760.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[budalnik's solution](#)

761.

1423B

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Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[budalnik's solution](#)

762.

1428D

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

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

[budalnik's solution](#)

763.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[budalnik's solution](#)

764.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[budalnik's solution](#)

765.

1307D

[Cow and Fields](#) · [Tutorial](#)

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

[budalnik's solution](#)

766.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[budalnik's solution](#)

767.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[budalnik's solution](#)

768.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[budalnik's solution](#)

769.

1264B

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

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

[budalnik's solution](#)

770.

1242B

[0-1 MST](#) · [Tutorial](#)

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

[budalnik's solution](#)

771.

1237C2

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

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

[budalnik's solution](#)

772.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[budalnik's solution](#)

773.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[budalnik's solution](#)

774.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[budalnik's solution](#)

775.

1184E1

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

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees
[budalnik's solution](#)

776.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[budalnik's solution](#)

777.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[budalnik's solution](#)

778.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[budalnik's solution](#)

779.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[budalnik's solution](#)

780.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[budalnik's solution](#)

781.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[budalnik's solution](#)

782.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[budalnik's solution](#)

783.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[budalnik's solution](#)

784.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[budalnik's solution](#)

785.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[budalnik's solution](#)

786.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[budalnik's solution](#)

787.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[budalnik's solution](#)

788.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[budalnik's solution](#)

789.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[budalnik's solution](#)

790.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[budalnik's solution](#)

791.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[budalnik's solution](#)

792.

1054D

[Changing Array](#) · [Tutorial](#)

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

[budalnik's solution](#)

793.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[budalnik's solution](#)

794.

1017D

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[budalnik's solution](#)

795.

993B

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

[budalnik's solution](#)

796.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
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797.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
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798.

914D

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799.

866B

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Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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800.

847I

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Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
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801.

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers
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802.

781B

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803.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
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804.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
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805.

744B

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

806.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[budalnik's solution](#)

807.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[budalnik's solution](#)

808.

708B

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

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

809.

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[budalnik's solution](#)

810.

685B

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

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

811.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings
[budalnik's solution](#)

812.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[budalnik's solution](#)

813.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: dp
[budalnik's solution](#)

814.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[budalnik's solution](#)

815.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: data structures, dp
[budalnik's solution](#)

816.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[budalnik's solution](#)

817.

553B

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

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

[budalnik's solution](#)

818.

552C

[Vanya and Scales](#) · [Tutorial](#)

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

[budalnik's solution](#)

819.

552D

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

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

[budalnik's solution](#)

820.

549D

[Haar Features](#) · [Tutorial](#)

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

[budalnik's solution](#)

821.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[budalnik's solution](#)

822.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[budalnik's solution](#)

823.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[budalnik's solution](#)

824.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[budalnik's solution](#)

825.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[budalnik's solution](#)

826.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: binary search, sortings

[budalnik's solution](#)

827.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[budalnik's solution](#)

828.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp

[budalnik's solution](#)

829.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[budalnik's solution](#)

830.

342C

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

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

[budalnik's solution](#)

831.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[budalnik's solution](#)

832.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[budalnik's solution](#)

833.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[budalnik's solution](#)

834.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[budalnik's solution](#)

835.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[budalnik's solution](#)

836.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[budalnik's solution](#)

837.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[budalnik's solution](#)

838.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[budalnik's solution](#)

839.

1672F1

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875C

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Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[budalnik's solution](#)

940.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[budalnik's solution](#)

941.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[budalnik's solution](#)

942.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[budalnik's solution](#)

943.

840B

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

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

[budalnik's solution](#)

944.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[budalnik's solution](#)

945.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[budalnik's solution](#)

946.

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[budalnik's solution](#)

947.

793D

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

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

[budalnik's solution](#)

948.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[budalnik's solution](#)

949.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[budalnik's solution](#)

950.

763B

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

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

[budalnik's solution](#)

951.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2017-01-02 · last AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[budalnik's solution](#)

952.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures

[budalnik's solution](#)

953.

644C

[Hostname Aliases](#) · [Tutorial](#)

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

[budalnik's solution](#)

954.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[budalnik's solution](#)

955.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[budalnik's solution](#)

956.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dp, greedy

[budalnik's solution](#)

957.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[budalnik's solution](#)

958.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[budalnik's solution](#)

959.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[budalnik's solution](#)

960.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[budalnik's solution](#)

961.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[budalnik's solution](#)

962.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: greedy, two pointers

[budalnik's solution](#)

963.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · MS C++ (first AC) · Tags: greedy

[budalnik's solution](#)

964.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp

[budalnik's solution](#)

965.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[budalnik's solution](#)

966.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[budalnik's solution](#)

967.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[budalnik's solution](#)

968.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[budalnik's solution](#)

969.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[budalnik's solution](#)

970.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[budalnik's solution](#)

971.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[budalnik's solution](#)

972.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[budalnik's solution](#)

973.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[budalnik's solution](#)

974.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[budalnik's solution](#)

975.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[budalnik's solution](#)

976.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[budalnik's solution](#)

977.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[budalnik's solution](#)

978.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[budalnik's solution](#)

979.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[budalnik's solution](#)

980.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[budalnik's solution](#)

981.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[budalnik's solution](#)

982.

1305E

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

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

983.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[budalnik's solution](#)

984.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
[budalnik's solution](#)

985.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[budalnik's solution](#)

986.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[budalnik's solution](#)

987.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

988.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[budalnik's solution](#)

989.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[budalnik's solution](#)

990.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[budalnik's solution](#)

991.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[budaInik's solution](#)

992.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[budaInik's solution](#)

993.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[budaInik's solution](#)

994.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[budaInik's solution](#)

995.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[budaInik's solution](#)

996.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[budaInik's solution](#)

997.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[budaInik's solution](#)

998.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[budaInik's solution](#)

999.

981E

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

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

[budaInik's solution](#)

1000.

966C

[Big Secret](#) · [Tutorial](#)

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

[budaInik's solution](#)

1001.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[budaInik's solution](#)

1002.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees
[budalnik's solution](#)

1003.

875D

[High Cry](#) · [Tutorial](#)

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

1004.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[budalnik's solution](#)

1005.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[budalnik's solution](#)

1006.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[budalnik's solution](#)

1007.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[budalnik's solution](#)

1008.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[budalnik's solution](#)

1009.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[budalnik's solution](#)

1010.

804C

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

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

1011.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[budalnik's solution](#)

1012.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[budalnik's solution](#)

1013.

713B

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

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

1014.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · last AC: 2016-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[budalnik's solution](#)

1015.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[budalnik's solution](#)

1016.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[budalnik's solution](#)

1017.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[budalnik's solution](#)

1018.

618D

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

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[budalnik's solution](#)

1019.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
[budalnik's solution](#)

1020.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[budalnik's solution](#)

1021.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures
[budalnik's solution](#)

1022.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[budalnik's solution](#)

1023.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[budalnik's solution](#)

1024.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[budalnik's solution](#)

1025.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[budalnik's solution](#)

1026.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[budalnik's solution](#)

1027.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · last AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[budalnik's solution](#)

1028.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[budalnik's solution](#)

1029.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[budalnik's solution](#)

1030.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[budalnik's solution](#)

1031.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

1032.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[budalnik's solution](#)

1033.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[budalnik's solution](#)

1034.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[budalnik's solution](#)

1035.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[budalnik's solution](#)

1036.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[budalnik's solution](#)

1037.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[budalnik's solution](#)

1038.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[budalnik's solution](#)

1039.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[budalnik's solution](#)

1040.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[budalnik's solution](#)

1041.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[budalnik's solution](#)

1042.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[budalnik's solution](#)

1043.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[budalnik's solution](#)

1044.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[budalnik's solution](#)

1045.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[budalnik's solution](#)

1046.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[budalnik's solution](#)

1047.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[budalnik's solution](#)

1048.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[budalnik's solution](#)

1049.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[budalnik's solution](#)

1050.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[budalnik's solution](#)

1051.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[budalnik's solution](#)

1052.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[budalnik's solution](#)

1053.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[budalnik's solution](#)

1054.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[budalnik's solution](#)

1055.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[budalnik's solution](#)

1056.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[budalnik's solution](#)

1057.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

[budalnik's solution](#)

1058.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[budalnik's solution](#)

1059.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[budalnik's solution](#)

1060.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[budalnik's solution](#)

1061.

1070J

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

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[budalnik's solution](#)

1062.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[budalnik's solution](#)

1063.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[budalnik's solution](#)

1064.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[budalnik's solution](#)

1065.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[budalnik's solution](#)

1066.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[budalnik's solution](#)

1067.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[budalnik's solution](#)

1068.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[budalnik's solution](#)

1069.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[budalnik's solution](#)

1070.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[budalnik's solution](#)

1071.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[budalnik's solution](#)

1072.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[budalnik's solution](#)

1073.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
[budalnik's solution](#)

1074.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[budalnik's solution](#)

1075.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[budalnik's solution](#)

1076.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, sortings
[budalnik's solution](#)

1077.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers
[budalnik's solution](#)

1078.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy
[budalnik's solution](#)

1079.

549B

[Lookserv Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-07 · last AC: 2015-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[budalnik's solution](#)

1080.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[budalnik's solution](#)

1081.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees
[budalnik's solution](#)

1082.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, trees
[budalnik's solution](#)

1083.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[budalnik's solution](#)

1084.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[budalnik's solution](#)

1085.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[budalnik's solution](#)

1086.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[budalnik's solution](#)

1087.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[budalnik's solution](#)

1088.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[budalnik's solution](#)

1089.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[budalnik's solution](#)

1090.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[budalnik's solution](#)

1091.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[budalnik's solution](#)

1092.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[budalnik's solution](#)

1093.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[budalnik's solution](#)

1094.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[budalnik's solution](#)

1095.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[budalnik's solution](#)

1096.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[budalnik's solution](#)

1097.

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[budalnik's solution](#)

1098.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[budalnik's solution](#)

1099.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[budalnik's solution](#)

1100.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[budalnik's solution](#)

1101.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[budalnik's solution](#)

1102.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[budalnik's solution](#)

1103.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory
[budalnik's solution](#)

1104.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[budalnik's solution](#)

1105.

1264C

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

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

1106.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[budalnik's solution](#)

1107.

1242C

[Sum Balance](#) · [Tutorial](#)

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

1108.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[budalnik's solution](#)

1109.

1210D

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

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[budalnik's solution](#)

1110.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[budalnik's solution](#)

1111.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
[budalnik's solution](#)

1112.

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[budalnik's solution](#)

1113.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[budalnik's solution](#)

1114.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[budalnik's solution](#)

1115.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[budalnik's solution](#)

1116.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[budalnik's solution](#)

1117.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[budalnik's solution](#)

1118.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[budalnik's solution](#)

1119.

1089K

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

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

[budalnik's solution](#)

1120.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[budalnik's solution](#)

1121.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[budalnik's solution](#)

1122.

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[budalnik's solution](#)

1123.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[budalnik's solution](#)

1124.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[budalnik's solution](#)

1125.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing
[budalnik's solution](#)

1126.

1054E

[Chips Puzzle](#) · [Tutorial](#)

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

1127.

1017E

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

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings
[budalnik's solution](#)

1128.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[budalnik's solution](#)

1129.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[budalnik's solution](#)

1130.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[budalnik's solution](#)

1131.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees
[budalnik's solution](#)

1132.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[budalnik's solution](#)

1133.

815C

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

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[budalnik's solution](#)

1134.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing
[budalnik's solution](#)

1135.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[budalnik's solution](#)

1136.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[budalnik's solution](#)

1137.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[budalnik's solution](#)

1138.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[budalnik's solution](#)

1139.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[budalnik's solution](#)

1140.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[budalnik's solution](#)

1141.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[budalnik's solution](#)

1142.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp, matrices

[budalnik's solution](#)

1143.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-20 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[budalnik's solution](#)

1144.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-22 · last AC: 2015-03-22 · GNU C++ (first AC) · Tags: data structures, sortings

[budalnik's solution](#)

1145.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[budalnik's solution](#)

1146.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[budalnik's solution](#)

1147.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[budalnik's solution](#)

1148.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[budalnik's solution](#)

1149.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[budalnik's solution](#)

1150.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[budalnik's solution](#)

1151.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[budalnik's solution](#)

1152.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[budalnik's solution](#)

1153.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[budalnik's solution](#)

1154.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[budalnik's solution](#)

1155.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[budalnik's solution](#)

1156.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[budalnik's solution](#)

1157.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[budalnik's solution](#)

1158.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[budalnik's solution](#)

1159.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[budalnik's solution](#)

1160.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[budalnik's solution](#)

1161.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[budalnik's solution](#)

1162.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[budalnik's solution](#)

1163.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[budalnik's solution](#)

1164.

1305F

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

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

[budalnik's solution](#)

1165.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[budalnik's solution](#)

1166.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[budalnik's solution](#)

1167.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[budalnik's solution](#)

1168.

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

[budalnik's solution](#)

1169.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[budalnik's solution](#)

1170.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[budalnik's solution](#)

1171.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math, trees

[budalnik's solution](#)

1172.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[budalnik's solution](#)

1173.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[budalnik's solution](#)

1174.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[budalnik's solution](#)

1175.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[budalnik's solution](#)

1176.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[budalnik's solution](#)

1177.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[budalnik's solution](#)

1178.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[budalnik's solution](#)

1179.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[budalnik's solution](#)

1180.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[budalnik's solution](#)

1181.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[budalnik's solution](#)

1182.

963D

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

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[budalnik's solution](#)

1183.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[budalnik's solution](#)

1184.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[budalnik's solution](#)

1185.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[budalnik's solution](#)

1186.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[budalnik's solution](#)

1187.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[budalnik's solution](#)

1188.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[budalnik's solution](#)

1189.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[budalnik's solution](#)

1190.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[budalnik's solution](#)

1191.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[budalnik's solution](#)

1192.

551E

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

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[budalnik's solution](#)

1193.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[budalnik's solution](#)

1194.

361E

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

Rating: 2500 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1195.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[budalnik's solution](#)

1196.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[budalnik's solution](#)

1197.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[budalnik's solution](#)

1198.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[budalnik's solution](#)

1199.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings
[budalnik's solution](#)

1200.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[budalnik's solution](#)

1201.

1563D

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[budalnik's solution](#)

1202.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, probabilities
[budalnik's solution](#)

1203.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[budalnik's solution](#)

1204.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[budalnik's solution](#)

1205.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[budalnik's solution](#)

1206.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle
[budalnik's solution](#)

1207.

1394C

[Boboiu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[budalnik's solution](#)

1208.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[budalnik's solution](#)

1209.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[budalnik's solution](#)

1210.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[budalnik's solution](#)

1211.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[budalnik's solution](#)

1212.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[budalnik's solution](#)

1213.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[budalnik's solution](#)

1214.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[budalnik's solution](#)

1215.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[budalnik's solution](#)

1216.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[budalnik's solution](#)

1217.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[budalnik's solution](#)

1218.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[budalnik's solution](#)

1219.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[budalnik's solution](#)

1220.

1070L

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

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

1221.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[budalnik's solution](#)

1222.

958F3

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

Quality: 923 global accepts · Rating: 2600 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: fft

[budalnik's solution](#)

1223.

963C

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

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

[budalnik's solution](#)

1224.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[budalnik's solution](#)

1225.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[budalnik's solution](#)

1226.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[budalnik's solution](#)

1227.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers

[budalnik's solution](#)

1228.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[budalnik's solution](#)

1229.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[budalnik's solution](#)

1230.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[budalnik's solution](#)

1231.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[budalnik's solution](#)

1232.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[budalnik's solution](#)

1233.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[budalnik's solution](#)

1234.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[budalnik's solution](#)

1235.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[budalnik's solution](#)

1236.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[budalnik's solution](#)

1237.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[budalnik's solution](#)

1238.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[budalnik's solution](#)

1239.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[budalnik's solution](#)

1240.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[budalnik's solution](#)

1241.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[budalnik's solution](#)

1242.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[budalnik's solution](#)

1243.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[budalnik's solution](#)

1244.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[budalnik's solution](#)

1245.

1210E

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

Quality: 440 global accepts · Rating: 2700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[budalnik's solution](#)

1246.

102348I

[Radio Stations](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1247.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[budalnik's solution](#)

1248.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graph matchings

[budalnik's solution](#)

1249.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[budalnik's solution](#)

1250.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[budalnik's solution](#)

1251.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[budalnik's solution](#)

1252.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs
[budalnik's solution](#)

1253.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[budalnik's solution](#)

1254.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings
[budalnik's solution](#)

1255.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
[budalnik's solution](#)

1256.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[budalnik's solution](#)

1257.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[budalnik's solution](#)

1258.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures
[budalnik's solution](#)

1259.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities
[budalnik's solution](#)

1260.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: dp, matrices

[budalnik's solution](#)

1261.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[budalnik's solution](#)

1262.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[budalnik's solution](#)

1263.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[budalnik's solution](#)

1264.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[budalnik's solution](#)

1265.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-11-07 · last AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[budalnik's solution](#)

1266.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[budalnik's solution](#)

1267.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[budalnik's solution](#)

1268.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[budalnik's solution](#)

1269.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[budalnik's solution](#)

1270.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[budalnik's solution](#)

1271.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[budalnik's solution](#)

1272.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[budalnik's solution](#)

1273.

1071D

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

Rating: 2800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[budalnik's solution](#)

1274.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[budalnik's solution](#)

1275.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[budalnik's solution](#)

1276.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[budalnik's solution](#)

1277.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[budalnik's solution](#)

1278.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[budalnik's solution](#)

1279.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[budalnik's solution](#)

1280.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[budalnik's solution](#)

1281.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[budalnik's solution](#)

1282.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[budalnik's solution](#)

1283.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[budalnik's solution](#)

1284.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: greedy

[budalnik's solution](#)

1285.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[budalnik's solution](#)

1286.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[budalnik's solution](#)

1287.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[budalnik's solution](#)

1288.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[budalnik's solution](#)

1289.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[budalnik's solution](#)

1290.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, probabilities, trees

[budalnik's solution](#)

1291.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[budalnik's solution](#)

1292.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[budalnik's solution](#)

1293.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[budalnik's solution](#)

1294.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[budalnik's solution](#)

1295.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[budalnik's solution](#)

1296.

1218H

[Function Composition](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[budalnik's solution](#)

1297.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[budalnik's solution](#)

1298.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[budalnik's solution](#)

1299.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[budalnik's solution](#)

1300.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[budalnik's solution](#)

1301.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[budalnik's solution](#)

1302.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[budalnik's solution](#)

1303.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[budalnik's solution](#)

1304.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[budalnik's solution](#)

1305.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[budalnik's solution](#)

1306.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[budalnik's solution](#)

1307.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[budalnik's solution](#)

1308.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[budalnik's solution](#)

1309.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[budalnik's solution](#)

1310.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[budalnik's solution](#)

1311.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[budalnik's solution](#)

1312.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1313.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[budalnik's solution](#)

1314.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[budalnik's solution](#)

1315.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[budalnik's solution](#)

1316.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[budalnik's solution](#)

1317.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[budalnik's solution](#)

1318.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[budalnik's solution](#)

1319.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[budalnik's solution](#)

1320.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[budalnik's solution](#)

1321.

1510A

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

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1322.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy
[budalnik's solution](#)

1323.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[budalnik's solution](#)

1324.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[budalnik's solution](#)

1325.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry
[budalnik's solution](#)

1326.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[budalnik's solution](#)

1327.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[budalnik's solution](#)

1328.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games
[budalnik's solution](#)

1329.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[budalnik's solution](#)

1330.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[budalnik's solution](#)

1331.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[budalnik's solution](#)

1332.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[budalnik's solution](#)

1333.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[budalnik's solution](#)

1334.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
[budalnik's solution](#)

1335.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[budalnik's solution](#)

1336.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1337.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1338.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1339.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1340.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1341.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1342.

104020K

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1343.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1344.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1345.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1346.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1347.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1348.

103828B

[Too simple for a hard problem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1349.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1350.

103828F

[Subgrid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1351.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1352.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1353.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1354.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1355.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1356.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1357.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1358.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1359.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1360.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1361.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1362.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1363.

103931H

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

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1364.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1365.

103931E

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

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1366.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1367.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1368.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1369.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1370.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1371.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1372.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1373.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1374.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1375.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1376.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1377.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1378.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1379.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1380.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1381.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1382.

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1383.

103743G

[GCD on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1384.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1385.

103743K

[aaaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1386.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1387.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1388.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1389.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1390.

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1391.

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1392.

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1393.

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1394.

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1395.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1396.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[budalnik's solution](#)

1397.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[budalnik's solution](#)

1398.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[budalnik's solution](#)

1399.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[budalnik's solution](#)

1400.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
[budalnik's solution](#)

1401.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[budalnik's solution](#)

1402.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[budalnik's solution](#)

1403.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[budalnik's solution](#)

1404.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[budalnik's solution](#)

1405.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1406.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1407.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1408.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1409.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1410.

103495H

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

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1411.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1412.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1413.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1414.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1415.

101939I

[BS0C04CT<C00Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1416.

101939H

[ÄäGCT@CT4DÂ 2 Cæ0D AD°](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1417.

101939G

[Ä00DraC`L](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1418.

101939F

[AD@D48 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1419.

101939E

[BSæDIE](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1420.

101939D

[Aæ5C45C`LC0KC' <C 3C 7C,,=](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1421.

101939C

[A000f8CÔ4D >CÄ=D´5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1422.

101939B

[A00000BD >C´LCÔ0Dð](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1423.

101939A

[A000Cä8Ct2Cä4D BC\\$> C▯5C▯ACä2](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1424.

102890J

[Jaime's greedy delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1425.

102890N

[Network connection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1426.

102890H

[How to Work Less to Pass a Programming Course in Planet E-13](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1427.

102890B

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

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1428.

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1429.

102890E

[End of the year bonus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1430.

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1431.

102890F

[Fit them all](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1432.

102890G

[Gold Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1433.

102890D

[Debugging the network](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1434.

102890C

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

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1435.

102890I

[Is this the best deal?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1436.

102890L

[Let's count words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1437.

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1438.

102786F

[A >C AC 501A \\$5D AC,, O 2022](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1439.

102786G

[Timestamp](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1440.

102786E

[B470C@Dô4CäGC,,2C =C,,5 Cô> D CCÄ<CR FC,,DD](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1441.

102786D

[A KDi80' @D'=Cä:](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1442.

102786I

[Aô@Cä1C'5CÄ0 D 2Cä1Cä4CÔ>C4> CÄ5D BC](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1443.

102786C

[B 00OD78C' CCD0D 7C\\$5Ct4CÔ>C4> CD5D 0CÔBC](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1444.

102786B

[A 5C48; B 5CÄ5CÒÀ C 5C48](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1445.

102786J

[AÔCD\\$5D\\$D BC\\$8CR ORCä2DÄ5C\\$0](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1446.

102862C

[Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1447.

102862A

[Two Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1448.

102862H

[Optimize DFS](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1449.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1450.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1451.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1452.

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1453.

102862B

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

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1454.

102862G

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1455.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1456.

102862E

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1457.

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1458.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1459.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1460.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1461.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1462.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1463.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1464.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1465.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1466.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1467.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[budalnik's solution](#)

1468.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1469.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1470.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1471.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1472.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1473.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1474.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1475.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1476.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1477.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1478.

103202F

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

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1479.

1531E3

[B 5D0BC,,@Cä2C¼0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search
[budalnik's solution](#)

1480.

1531E2

[B 5D0BC,,@Cä2C¼0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force
[budalnik's solution](#)

1481.

1531E1

[B 5D0BC,,@Cä2C¼0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special
[budalnik's solution](#)

1482.

1531D

[B 5CD0C#BOja@D45CÂ C,,=C45D Â 6ö/£÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special
[budalnik's solution](#)

1483.

1531C

[B 80ÄiaCCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp
[budalnik's solution](#)

1484.

1531B1

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[budalnik's solution](#)

1485.

1531B2

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[budalnik's solution](#)

1486.

1531A

[At8CÔ3OT@ipcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[budalnik's solution](#)

1487.

101987C

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

Rating: — · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1488.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1489.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1490.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1491.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1492.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1493.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1494.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1495.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1496.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · Python 3 (first AC) · Tags: —

[budalnik's solution](#)

1497.

102770J

[Just an Old Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[budalnik's solution](#)

1498.

102770H

[Huge Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1499.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1500.

102770L

[List of Products](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1501.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1502.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1503.

102770C

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

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1504.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1505.

102770F

[Finding a Sample](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1506.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1507.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1508.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1509.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1510.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1511.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1512.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1513.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1514.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1515.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1516.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1517.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1518.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1519.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1520.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1521.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1522.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1523.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1524.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1525.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1526.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1527.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1528.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1529.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1530.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1531.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1532.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1533.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1534.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1535.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1536.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1537.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1538.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1539.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1540.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1541.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1542.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1543.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1544.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1545.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1546.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1547.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1548.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1549.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1550.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1551.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1552.

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1553.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1554.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1555.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1556.

102832J

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

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1557.

102832D

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

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1558.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1559.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1560.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1561.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1562.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1563.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1564.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1565.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1566.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1567.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[budalnik's solution](#)

1568.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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1589.

101472F

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1590.

101472D

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1591.

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1592.

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1593.

101472B

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1594.

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1595.

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1596.

101472H

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1597.

101472E

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1598.

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1603.

102267B

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1613.

101481H

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101481B

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102191F

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1627.

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102191B

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100431G

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101806R

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101806X

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101806S

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101806W

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1654.

101806Q

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101806Z

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1659.

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1660.

100837G

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1661.

100837E

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1662.

100837D

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1663.

100837B

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102562F

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100512C

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1673.

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100512F

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100512B

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100512G

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102536M

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1685.

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1687.

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1688.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1689.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1690.

102558A

[AD500h D >Cd4CT=C,,O A\\$0D 8](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1691.

102558F

[A0x0jaC](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1692.

102558E

[B 0040CT;CT=C,,5 C4@C DC](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1693.

102558D

[A05D5CÄ5D"5CÔ8CR GC =C¤>C](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1694.

102558C

[A000hD 0CÄ<C,,AD" =C ?C´OCd5](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1695.

102558B

[At0C¤@D´BD´9 C¤;DäG](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1696.

100032B

[Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1697.

100032I

[Triangoole](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1698.

100032E

[Awticulation disowdews](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1699.

100032F

[Oranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1700.

100032K

[Subpalindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1701.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1702.

100032D

[The Millenium](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1703.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1704.

100032C

[Icicles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1705.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1706.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1707.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1708.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1709.

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1710.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1711.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1712.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1713.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1714.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1715.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1716.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1717.

102423H

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

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1718.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1719.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1720.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1721.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1722.

102394I

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

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1723.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1724.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1725.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1726.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1727.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1728.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1729.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1730.

102220E

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

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1731.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1732.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1733.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1734.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1735.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, math
[budalnik's solution](#)

1736.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings
[budalnik's solution](#)

1737.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees
[budalnik's solution](#)

1738.

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings
[budalnik's solution](#)

1739.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[budalnik's solution](#)

1740.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings
[budalnik's solution](#)

1741.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[budalnik's solution](#)

1742.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1743.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1744.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1745.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1746.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1747.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1748.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1749.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1750.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1751.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1752.

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1753.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1754.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1755.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1756.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1757.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1758.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1759.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1760.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1761.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1762.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1763.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1764.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1765.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1766.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1767.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1768.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1769.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1770.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1771.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1772.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1773.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1774.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1775.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[budalnik's solution](#)

1776.

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1777.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1778.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1779.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[budalnik's solution](#)

1780.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[budalnik's solution](#)

1781.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1782.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1783.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1784.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1785.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1786.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1787.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1788.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1789.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1790.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1791.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1792.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1793.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1794.

102460G

[Optimal Selection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1795.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1796.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1797.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1798.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1799.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1800.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1801.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1802.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1803.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1804.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1805.

101657J

[Stupendous Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1806.

101657C

[A Classic Myth: Flatland Superhero](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1807.

101657B

[Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1808.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1809.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1810.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · Python 3 (first AC) · Tags: —
[budalnik's solution](#)

1811.

101657E

[LatticeLand](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1812.

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1813.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1814.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1815.

1275E3

[A-D<C0B>C'LC00D0 AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special
[budalnik's solution](#)

1816.

1275E1

[A-D<C0B>C'LC00D0 AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special
[budalnik's solution](#)

1817.

1275E2

[A to C](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special
[budalnik's solution](#)

1818.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-05 · Python 3 (first AC) · Tags: *special
[budalnik's solution](#)

1819.

1275C

[#define A to C](#) · [Tutorial](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special
[budalnik's solution](#)

1820.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special
[budalnik's solution](#)

1821.

1275A

[B to D](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special
[budalnik's solution](#)

1822.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1823.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1824.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1825.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1826.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1827.

102192D

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

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1828.

102192J

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

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1829.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1830.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1831.

100307E

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · last AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1832.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1833.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1834.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1835.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1836.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1837.

100307I

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

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1838.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1839.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1840.

100307J

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

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1841.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1842.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1843.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1844.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1845.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1846.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1847.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1848.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1849.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1850.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1851.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1852.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1853.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1854.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1855.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1856.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1857.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1858.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1859.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1860.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1861.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1862.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1863.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1864.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1865.

101669L

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1866.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1867.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1868.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1869.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1870.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1871.

101669F

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

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1872.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1873.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1874.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1875.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1876.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1877.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1878.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1879.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1880.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1881.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1882.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1883.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1884.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1885.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1886.

102348E

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

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1887.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1888.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1889.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1890.

102348F

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

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1891.

102348B

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

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1892.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1893.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1894.

102040B

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

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1895.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1896.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1897.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1898.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1899.

102040F

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

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1900.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1901.

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1902.

100520J

[Japanese Origami](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1903.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1904.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1905.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1906.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1907.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1908.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1909.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1910.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1911.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1912.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1913.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1914.

102253L

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

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1915.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1916.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1917.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1918.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1919.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1920.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[budalnik's solution](#)

1921.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[budalnik's solution](#)

1922.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[budalnik's solution](#)

1923.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[budalnik's solution](#)

1924.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[budalnik's solution](#)

1925.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[budalnik's solution](#)

1926.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[budalnik's solution](#)

1927.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1928.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1929.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1930.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1931.

100631E

[AT&T DSD 5Dö](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1932.

101480F

[Frightful Formula](#) · [Tutorial](#)

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

1933.

101480J

[Juice Junctions](#) · [Tutorial](#)

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

1934.

101480L

[Looping Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1935.

101480I

[Ice Igloos](#) · [Tutorial](#)

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

1936.

101480H

[Hovering Hornet](#) · [Tutorial](#)

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

1937.

101480E

[Export Estimate](#) · [Tutorial](#)

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

1938.

101480B

[Book Borders](#) · [Tutorial](#)

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

1939.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1940.

101480D

[Digit Division](#) · [Tutorial](#)

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

1941.

101480A

[ASCII Addition](#) · [Tutorial](#)

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

1942.

102014D

[Clock Hands](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1943.

102014I

[Hidden Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1944.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1945.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1946.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1947.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1948.

101933A

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

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1949.

101933F

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

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1950.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1951.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1952.

101933E

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

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1953.

101933I

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

Rating: — · first AC: 2018-12-07 · Java 8 (first AC) · Tags: —
[budalnik's solution](#)

1954.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1955.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1956.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1957.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1958.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1959.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1960.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1961.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1962.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1963.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1964.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1965.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1966.

101981A

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

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1967.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1968.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1969.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1970.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1971.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1972.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[budalnik's solution](#)

1973.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1974.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1975.

100609K

[Kids Like Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1976.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1977.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1978.

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1979.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1980.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1981.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1982.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1983.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1984.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1985.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[budalnik's solution](#)

1986.

100701D

[AD50=0D BCä2D² 4CT@CT2DÄO](#)

Rating: — · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1987.

100701E

[AFC05Dö](#)

Rating: — · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1988.

100701B

[B-00110,5CÔ8CR =C :Cä<C =CDK](#)

Rating: — · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1989.

100701A

[A,3D010 > D BD >C=0CÄ8](#)

Rating: — · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1990.

100701C

[A#0D.BC](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1991.

100681C

[Hiking Deer](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1992.

100680E

[A#CT2CT@](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —
[budalnik's solution](#)

1993.

100613E

[A=0,6C](#)

Rating: — · first AC: 2015-03-24 · last AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1994.

100613C

[A=0,6C](#)

Rating: — · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1995.

100613B

[A=0,6C](#)

Rating: — · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1996.

100613A

[A=0,6C](#)

Rating: — · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1997.

100631D

[A=0,6C](#)

Rating: — · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1998.

100631C

[A=0,6C](#)

Rating: — · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

1999.

100631B

[A=0,6C](#)

Rating: — · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2000.

100631A

[A=0,6C](#)

Rating: — · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2001.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-06 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2002.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2003.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2004.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2005.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2006.

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2007.

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2008.

100460E

[Blood of Elves](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2009.

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2010.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2011.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2012.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2013.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2014.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2015.

100505F

[A00DraC`L](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2016.

100505G

[B->D0GÄ0DT0 C, AD\\$5C` ;C 6](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2017.

100505C

[B B0TæC€](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2018.

100505E

[B0000CÄ5CĐ](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2019.

100505I

[A05Dt5D\\$=Cä5 C,,;C, GCTBCÔ>CSđ](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2020.

100505H

[A10C5C0](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2021.

100505B

[A4500>CÀ](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2022.

100505J

[A,,3D00C" 4Cä<C,,=Cà](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2023.

100266I

[A05001D´GCÔKC' MC=ACô>CÔ0D](#)

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2024.

100252J

[A05D1\\$D K](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2025.

100252H

[A18C=0CÔBD >Cô8Dđ](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2026.

100252E

[BtBot=C,,5](#)

Rating: — · first AC: 2013-10-23 · Python 2 (first AC) · Tags: —

[budalnik's solution](#)

2027.

100252C

[A00000CD5C08CP](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2028.

100252B

[At0000 K C00 Ct8CÄC](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2029.

100252I

[A00000 CS0CÄ?C,,@C](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2030.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2031.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2032.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2033.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2034.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2035.

100245B

[A00000\\$CÄ0D\\$8C=0](#)

Rating: — · first AC: 2013-10-09 · Python 2 (first AC) · Tags: —

[budalnik's solution](#)

2036.

100245C

[B=00AD\\$2CT=C0KCR AC\\$0Ct8](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2037.

100245G

[A-CD\\$5D 1D >CDK C,,7 CdCCα>C](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2038.

100245J

[B BD100d8 C =D\\$8C˘>CôK C, 3C,,5CôK](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2039.

100245H

[Aô×0i5C0](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2040.

100234J

[BS00qG BTBCα8 CäB AÄ>D DCTCD 0](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2041.

100234A

[BD00i@C,,:C](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2042.

100234E

[B BD0C8](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2043.

100194G

[B->0m@Cä2C,,IC 2 Cα=C,,3C E](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2044.

100194E

[A@DT5C˘>CĐ](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2045.

100194C

[B 2001@T=CôKCR >C\\$FD°](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2046.

100194B

[B 007C,,AC =C,,5](#)

Rating: — · first AC: 2013-09-25 · Python 3 (first AC) · Tags: —
[budalnik's solution](#)

2047.

100194D

[A#20i@D](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[budalnik's solution](#)

2048.

100194A

[AÄ0048Dt5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2013-09-25 · Python 3 (first AC) · Tags: —

[budalnik's solution](#)

2049.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[budalnik's solution](#)

2050.

100187H

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