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Unique solved — bvd

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

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Filters: none

Count: 1,652

- 1.**
2111A
[Energy Crystals](#) · [Tutorial](#)
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[bvd's solution](#)
- 2.**
2062A
[String](#) · [Tutorial](#)
Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[bvd's solution](#)
- 3.**
2057A
[MEX Table](#) · [Tutorial](#)
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)
- 4.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[bvd's solution](#)
- 5.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bvd's solution](#)
- 6.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[bvd's solution](#)
- 7.**
1809A
[Garland](#) · [Tutorial](#)
Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)
- 8.**
1806A
[Walking Master](#) · [Tutorial](#)
Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[bvd's solution](#)
- 9.**
1794A
[Prefix and Suffix Array](#) · [Tutorial](#)
Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings
[bvd's solution](#)

10.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

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11.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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12.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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13.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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14.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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15.

1782A

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

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

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16.

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

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17.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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18.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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19.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

20.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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21.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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22.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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23.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[bvd's solution](#)

24.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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25.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2022-05-25 · Python 3 (first AC) · Tags: implementation

[bvd's solution](#)

26.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,973 global accepts · Rating: 800 · first AC: 2022-05-25 · Python 3 (first AC) · Tags: implementation

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27.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2022-05-25 · Python 3 (first AC) · Tags: implementation

[bvd's solution](#)

28.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2022-05-25 · Python 3 (first AC) · Tags: brute force

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29.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[bvd's solution](#)

30.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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31.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

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32.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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33.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: math

[bvd's solution](#)

34.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math

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35.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

36.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[bvd's solution](#)

37.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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38.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[bvd's solution](#)

39.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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40.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

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41.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[bvd's solution](#)

42.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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43.

1523A

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Quality: 14,058 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bvd's solution](#)

44.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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45.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2021-03-15 · Python 3 (first AC) · Tags: implementation

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46.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2021-03-14 · Python 3 (first AC) · Tags: brute force

[bvd's solution](#)

47.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2021-03-13 · FPC (first AC) · Tags: brute force

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48.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2021-03-12 · FPC (first AC) · Tags: math

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49.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,499 global accepts · Rating: 800 · first AC: 2021-03-11 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

50.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2021-03-10 · PyPy 3 (first AC) · Tags: implementation, strings

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51.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2021-03-09 · PyPy 3 (first AC) · Tags: implementation

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52.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2021-03-08 · PyPy 3 (first AC) · Tags: implementation, strings

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53.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2021-03-07 · PyPy 3 (first AC) · Tags: implementation, strings

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54.

791A

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

Quality: 257,295 global accepts · Rating: 800 · first AC: 2021-03-06 · PyPy 3 (first AC) · Tags: implementation

[bvd's solution](#)

55.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,079 global accepts · Rating: 800 · first AC: 2021-03-05 · PyPy 3 (first AC) · Tags: implementation

[bvd's solution](#)

56.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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57.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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58.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bvd's solution](#)

59.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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60.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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61.

1453A

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Quality: 24,276 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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62.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

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63.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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64.

1400A

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65.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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66.

1391A

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67.

1389A

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Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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68.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2014-10-28 · last AC: 2020-07-21 · FPC (first AC) · Tags: brute force, math
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69.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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70.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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71.

1348A

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Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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72.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

73.

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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74.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[bvd's solution](#)

75.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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76.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
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77.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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78.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
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79.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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80.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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81.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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82.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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83.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2019-08-17 · Java 8 (first AC) · Tags: greedy, implementation, sortings
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84.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
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85.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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86.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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87.

1186A

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Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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88.

1173A

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Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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89.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

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90.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

91.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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92.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

93.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bvd's solution](#)

94.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[bvd's solution](#)

95.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

96.

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[bvd's solution](#)

97.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

98.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

99.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

100.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,841 global accepts · Rating: 800 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[bvd's solution](#)

101.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · Java 8 (first AC) · Tags: implementation

[bvd's solution](#)

102.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · Java 8 (first AC) · Tags: math

[bvd's solution](#)

103.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-23 · Java 8 (first AC) · Tags: greedy, implementation, math

[bvd's solution](#)

104.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: math

[bvd's solution](#)

105.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-11-09 · Java 8 (first AC) · Tags: math

[bvd's solution](#)

106.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2018-11-09 · Java 8 (first AC) · Tags: implementation

[bvd's solution](#)

107.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[bvd's solution](#)

108.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

109.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

110.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[bvd's solution](#)

111.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bvd's solution](#)

112.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bvd's solution](#)

113.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

114.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bvd's solution](#)

115.

931A

[Friends Meeting](#) · [Tutorial](#)

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

[bvd's solution](#)

116.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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

[bvd's solution](#)

117.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bvd's solution](#)

118.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

119.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[bvd's solution](#)

120.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

121.

855A

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

Quality: 27,351 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[bvd's solution](#)

122.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[bvd's solution](#)

123.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

124.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

125.

822A

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

Quality: 36,813 global accepts · Rating: 800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[bvd's solution](#)

126.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

127.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[bvd's solution](#)

128.

782A

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

Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

129.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[bvd's solution](#)

130.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

131.

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

132.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[bvd's solution](#)

133.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,099 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[bvd's solution](#)

134.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

135.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[bvd's solution](#)

136.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,576 global accepts · Rating: 800 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

137.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

138.

723A

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

Quality: 100,733 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[bvd's solution](#)

139.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

140.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-13 · FPC (first AC) · Tags: implementation, math

[bvd's solution](#)

141.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[bvd's solution](#)

142.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

143.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: math

[bvd's solution](#)

144.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,126 global accepts · Rating: 800 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

145.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[bvd's solution](#)

146.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[bvd's solution](#)

147.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, math

[bvd's solution](#)

148.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,423 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

149.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

150.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

151.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,677 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

152.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

153.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

154.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math

[bvd's solution](#)

155.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: math, number theory

[bvd's solution](#)

156.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

157.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

158.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,539 global accepts · Rating: 800 · first AC: 2016-02-18 · FPC (first AC) · Tags: number theory

[bvd's solution](#)

159.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-30 · last AC: 2016-01-30 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

160.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2016-01-24 · FPC (first AC) · Tags: math

[bvd's solution](#)

161.

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · FPC (first AC) · Tags: implementation, math

[bvd's solution](#)

162.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · FPC (first AC) · Tags: constructive algorithms, implementation
[bvd's solution](#)

163.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,562 global accepts · Rating: 800 · first AC: 2015-10-19 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

164.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2015-09-28 · FPC (first AC) · Tags: implementation, math
[bvd's solution](#)

165.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2015-08-01 · FPC (first AC) · Tags: brute force, implementation, strings
[bvd's solution](#)

166.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,053 global accepts · Rating: 800 · first AC: 2015-08-01 · FPC (first AC) · Tags: implementation, strings
[bvd's solution](#)

167.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,430 global accepts · Rating: 800 · first AC: 2015-08-01 · FPC (first AC) · Tags: greedy, implementation, sortings, strings
[bvd's solution](#)

168.

112A

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

Quality: 287,314 global accepts · Rating: 800 · first AC: 2015-08-01 · FPC (first AC) · Tags: implementation, strings
[bvd's solution](#)

169.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,627 global accepts · Rating: 800 · first AC: 2015-08-01 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

170.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · FPC (first AC) · Tags: brute force, implementation, sortings
[bvd's solution](#)

171.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,259 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: brute force, implementation, math
[bvd's solution](#)

172.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2015-05-26 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

173.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,384 global accepts · Rating: 800 · first AC: 2015-05-26 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

174.

231A

[Team](#) · [Tutorial](#)

Quality: 430,364 global accepts · Rating: 800 · first AC: 2015-05-26 · FPC (first AC) · Tags: brute force, greedy

[bvd's solution](#)

175.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-04-30 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

176.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,796 global accepts · Rating: 800 · first AC: 2015-04-29 · FPC (first AC) · Tags: greedy, math

[bvd's solution](#)

177.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-01-31 · FPC (first AC) · Tags: brute force, implementation

[bvd's solution](#)

178.

71A

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

Quality: 503,380 global accepts · Rating: 800 · first AC: 2014-10-28 · FPC (first AC) · Tags: strings

[bvd's solution](#)

179.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2014-10-28 · FPC (first AC) · Tags: *special, implementation

[bvd's solution](#)

180.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2014-09-20 · FPC (first AC) · Tags: greedy, implementation

[bvd's solution](#)

181.

443A

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

Quality: 112,085 global accepts · Rating: 800 · first AC: 2014-06-24 · FPC (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

182.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

183.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,544 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[bvd's solution](#)

184.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[bvd's solution](#)

185.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[bvd's solution](#)

186.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[bvd's solution](#)

187.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[bvd's solution](#)

188.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[bvd's solution](#)

189.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[bvd's solution](#)

190.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2022-05-23 · Python 3 (first AC) · Tags: math, number theory
[bvd's solution](#)

191.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[bvd's solution](#)

192.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[bvd's solution](#)

193.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[bvd's solution](#)

194.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,968 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[bvd's solution](#)

195.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[bvd's solution](#)

196.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[bvd's solution](#)

197.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

198.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[bvd's solution](#)

199.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

200.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[bvd's solution](#)

201.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[bvd's solution](#)

202.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[bvd's solution](#)

203.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[bvd's solution](#)

204.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[bvd's solution](#)

205.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games
[bvd's solution](#)

206.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

207.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

208.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[bvd's solution](#)

209.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bvd's solution](#)

210.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

211.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

212.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[bvd's solution](#)

213.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[bvd's solution](#)

214.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[bvd's solution](#)

215.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[bvd's solution](#)

216.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

217.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

218.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy
[bvd's solution](#)

219.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[bvd's solution](#)

220.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

221.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[bvd's solution](#)

222.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[bvd's solution](#)

223.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[bvd's solution](#)

224.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[bvd's solution](#)

225.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[bvd's solution](#)

226.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bvd's solution](#)

227.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

228.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[bvd's solution](#)

229.

1080B

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

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · Java 8 (first AC) · Tags: math
[bvd's solution](#)

230.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: —
[bvd's solution](#)

231.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[bvd's solution](#)

232.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-11-09 · Java 8 (first AC) · Tags: geometry, math
[bvd's solution](#)

233.

1057A

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

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
[bvd's solution](#)

234.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[bvd's solution](#)

235.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[bvd's solution](#)

236.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

237.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

238.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[bvd's solution](#)

239.

738A

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

Quality: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

240.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

241.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[bvd's solution](#)

242.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: implementation, math

[bvd's solution](#)

243.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

244.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bvd's solution](#)

245.

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[bvd's solution](#)

246.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-03 · FPC (first AC) · Tags: brute force, implementation

[bvd's solution](#)

247.

616A

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

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-12 · FPC (first AC) · Tags: implementation, strings

[bvd's solution](#)

248.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

249.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-13 · FPC (first AC) · Tags: math

[bvd's solution](#)

250.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-10-26 · FPC (first AC) · Tags: implementation, math
[bvd's solution](#)

251.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · FPC (first AC) · Tags: greedy
[bvd's solution](#)

252.

580A

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

Quality: 104,708 global accepts · Rating: 900 · first AC: 2015-09-22 · FPC (first AC) · Tags: brute force, dp, implementation
[bvd's solution](#)

253.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-09-03 · FPC (first AC) · Tags: sortings
[bvd's solution](#)

254.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2015-08-01 · FPC (first AC) · Tags: greedy, sortings
[bvd's solution](#)

255.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2015-08-01 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

256.

96A

[Football](#) · [Tutorial](#)

Quality: 193,680 global accepts · Rating: 900 · first AC: 2015-08-01 · FPC (first AC) · Tags: implementation, strings
[bvd's solution](#)

257.

556A

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

Quality: 46,396 global accepts · Rating: 900 · first AC: 2015-06-29 · FPC (first AC) · Tags: greedy
[bvd's solution](#)

258.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-06-24 · FPC (first AC) · Tags: brute force, math, strings
[bvd's solution](#)

259.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2015-01-12 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

260.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[bvd's solution](#)

261.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[bvd's solution](#)

262.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[bvd's solution](#)

263.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[bvd's solution](#)

264.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[bvd's solution](#)

265.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[bvd's solution](#)

266.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[bvd's solution](#)

267.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2022-05-25 · Python 3 (first AC) · Tags: brute force
[bvd's solution](#)

268.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

269.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

270.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[bvd's solution](#)

271.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[bvd's solution](#)

272.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[bvd's solution](#)

273.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[bvd's solution](#)

274.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

275.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[bvd's solution](#)

276.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[bvd's solution](#)

277.

1359A

[Berland Poker](#) · [Tutorial](#)

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

[bvd's solution](#)

278.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

279.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

280.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[bvd's solution](#)

281.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[bvd's solution](#)

282.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

283.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[bvd's solution](#)

284.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

285.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[bvd's solution](#)

286.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

287.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[bvd's solution](#)

288.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[bvd's solution](#)

289.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[bvd's solution](#)

290.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

291.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[bvd's solution](#)

292.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

293.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[bvd's solution](#)

294.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[bvd's solution](#)

295.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

296.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math
[bvd's solution](#)

297.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-11-11 · Java 8 (first AC) · Tags: greedy, math, number theory
[bvd's solution](#)

298.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: implementation, math
[bvd's solution](#)

299.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: implementation, strings
[bvd's solution](#)

300.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

301.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[bvd's solution](#)

302.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

303.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,298 global accepts · Rating: 1000 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[bvd's solution](#)

304.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

305.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

306.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

307.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[bvd's solution](#)

308.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

309.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[bvd's solution](#)

310.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

311.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[bvd's solution](#)

312.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[bvd's solution](#)

313.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[bvd's solution](#)

314.

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

[bvd's solution](#)

315.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[bvd's solution](#)

316.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

317.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

318.

727A

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

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[bvd's solution](#)

319.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[bvd's solution](#)

320.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,860 global accepts · Rating: 1000 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

321.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[bvd's solution](#)

322.

672B

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

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[bvd's solution](#)

323.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

324.

669B

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

Rating: 1000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: —
[bvd's solution](#)

325.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

326.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings
[bvd's solution](#)

327.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation
[bvd's solution](#)

328.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

329.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · FPC (first AC) · Tags: games, greedy
[bvd's solution](#)

330.

608A

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

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2015-12-23 · FPC (first AC) · Tags: implementation, math
[bvd's solution](#)

331.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-04 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

332.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2015-11-20 · FPC (first AC) · Tags: greedy, strings
[bvd's solution](#)

333.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · FPC (first AC) · Tags: math
[bvd's solution](#)

334.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

335.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2015-09-16 · FPC (first AC) · Tags: bitmasks
[bvd's solution](#)

336.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2015-09-10 · FPC (first AC) · Tags: implementation, number theory
[bvd's solution](#)

337.

131A

[CAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2015-08-01 · FPC (first AC) · Tags: implementation, strings
[bvd's solution](#)

338.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-23 · FPC (first AC) · Tags: implementation, sortings
[bvd's solution](#)

339.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · FPC (first AC) · Tags: implementation, math
[bvd's solution](#)

340.

5A

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

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2015-06-18 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

341.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-04-29 · FPC (first AC) · Tags: brute force, implementation
[bvd's solution](#)

342.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2014-10-29 · FPC (first AC) · Tags: implementation, strings
[bvd's solution](#)

343.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2014-10-28 · FPC (first AC) · Tags: math
[bvd's solution](#)

344.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[bvd's solution](#)

345.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[bvd's solution](#)

346.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

347.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[bvd's solution](#)

348.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

349.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2022-05-23 · Python 3 (first AC) · Tags: greedy, math
[bvd's solution](#)

350.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,783 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[bvd's solution](#)

351.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[bvd's solution](#)

352.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[bvd's solution](#)

353.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[bvd's solution](#)

354.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[bvd's solution](#)

355.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[bvd's solution](#)

356.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

357.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

358.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[bvd's solution](#)

359.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bvd's solution](#)

360.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

361.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

362.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

363.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bvd's solution](#)

364.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-08-17 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

365.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[bvd's solution](#)

366.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bvd's solution](#)

367.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[bvd's solution](#)

368.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

369.

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

[bvd's solution](#)

370.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[bvd's solution](#)

371.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[bvd's solution](#)

372.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[bvd's solution](#)

373.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[bvd's solution](#)

374.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[bvd's solution](#)

375.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[bvd's solution](#)

376.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[bvd's solution](#)

377.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-12-04 · Java 8 (first AC) · Tags: binary search, implementation

[bvd's solution](#)

378.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-11-08 · Java 8 (first AC) · Tags: math

[bvd's solution](#)

379.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bvd's solution](#)

380.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bvd's solution](#)

381.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[bvd's solution](#)

382.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[bvd's solution](#)

383.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bvd's solution](#)

384.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[bvd's solution](#)

385.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[bvd's solution](#)

386.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

387.

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

388.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[bvd's solution](#)

389.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[bvd's solution](#)

390.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[bvd's solution](#)

391.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[bvd's solution](#)

392.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[bvd's solution](#)

393.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

394.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-13 · FPC (first AC) · Tags: implementation, strings

[bvd's solution](#)

395.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[bvd's solution](#)

396.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[bvd's solution](#)

397.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: games, math

[bvd's solution](#)

398.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

399.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[bvd's solution](#)

400.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: geometry, math

[bvd's solution](#)

401.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[bvd's solution](#)

402.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[bvd's solution](#)

403.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[bvd's solution](#)

404.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[bvd's solution](#)

405.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[bvd's solution](#)

406.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[bvd's solution](#)

407.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[bvd's solution](#)

408.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[bvd's solution](#)

409.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[bvd's solution](#)

410.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · FPC (first AC) · Tags: brute force, implementation

[bvd's solution](#)

411.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: greedy, implementation

[bvd's solution](#)

412.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: geometry, implementation

[bvd's solution](#)

413.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-11-01 · FPC (first AC) · Tags: math

[bvd's solution](#)

414.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2015-10-19 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

415.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · FPC (first AC) · Tags: implementation, math

[bvd's solution](#)

416.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-18 · FPC (first AC) · Tags: brute force, implementation, sortings

[bvd's solution](#)

417.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2015-05-26 · FPC (first AC) · Tags: *special, greedy, implementation

[bvd's solution](#)

418.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2015-01-12 · FPC (first AC) · Tags: data structures, dsu, strings

[bvd's solution](#)

419.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[bvd's solution](#)

420.

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

[bvd's solution](#)

421.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[bvd's solution](#)

422.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[bvd's solution](#)

423.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

424.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[bvd's solution](#)

425.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[bvd's solution](#)

426.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bvd's solution](#)

427.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[bvd's solution](#)

428.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[bvd's solution](#)

429.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[bvd's solution](#)

430.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[bvd's solution](#)

431.

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

[bvd's solution](#)

432.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[bvd's solution](#)

433.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[bvd's solution](#)

434.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[bvd's solution](#)

435.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[bvd's solution](#)

436.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

437.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[bvd's solution](#)

438.

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
[bvd's solution](#)

439.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[bvd's solution](#)

440.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[bvd's solution](#)

441.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[bvd's solution](#)

442.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[bvd's solution](#)

443.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

444.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bvd's solution](#)

445.

1184A1

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

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

[bvd's solution](#)

446.

1153B

[Serval and Toy Bricks · Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bvd's solution](#)

447.

1143B

[Nirvana · Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[bvd's solution](#)

448.

1140D

[Minimum Triangulation · Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[bvd's solution](#)

449.

1140B

[Good String · Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

450.

1121B

[Mike and Children · Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[bvd's solution](#)

451.

1130B

[Two Cakes · Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bvd's solution](#)

452.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[bvd's solution](#)

453.

1099C

[Postcard · Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

454.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[bvd's solution](#)

455.

463A

[Caisa and Sugar · Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bvd's solution](#)

456.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

457.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,408 global accepts · Rating: 1200 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

458.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[bvd's solution](#)

459.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-12-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, implementation

[bvd's solution](#)

460.

1079B

[Personalized Cup](#) · [Tutorial](#)

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

[bvd's solution](#)

461.

1076B

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

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

[bvd's solution](#)

462.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[bvd's solution](#)

463.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-11-11 · Java 8 (first AC) · Tags: greedy, implementation, strings

[bvd's solution](#)

464.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

465.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

466.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bvd's solution](#)

467.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[bvd's solution](#)

468.

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

[bvd's solution](#)

469.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

470.

931B

[World Cup](#) · [Tutorial](#)

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

[bvd's solution](#)

471.

908B

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

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

[bvd's solution](#)

472.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bvd's solution](#)

473.

842A

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

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

[bvd's solution](#)

474.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[bvd's solution](#)

475.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[bvd's solution](#)

476.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

477.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[bvd's solution](#)

478.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[bvd's solution](#)

479.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[bvd's solution](#)

480.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[bvd's solution](#)

481.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

482.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[bvd's solution](#)

483.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

484.

717C

[Potions Homework](#) · [Tutorial](#)

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

[bvd's solution](#)

485.

709C

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

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[bvd's solution](#)

486.

701B

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

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[bvd's solution](#)

487.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

488.

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[bvd's solution](#)

489.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

490.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[bvd's solution](#)

491.

658B

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

Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[bvd's solution](#)

492.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[bvd's solution](#)

493.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[bvd's solution](#)

494.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

495.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1200 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[bvd's solution](#)

496.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

497.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[bvd's solution](#)

498.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[bvd's solution](#)

499.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

500.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · FPC (first AC) · Tags: brute force, implementation

[bvd's solution](#)

501.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-01 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

502.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-26 · FPC (first AC) · Tags: implementation, strings

[bvd's solution](#)

503.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · FPC (first AC) · Tags: greedy, implementation

[bvd's solution](#)

504.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · FPC (first AC) · Tags: implementation, math

[bvd's solution](#)

505.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[bvd's solution](#)

506.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[bvd's solution](#)

507.

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

[bvd's solution](#)

508.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

509.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[bvd's solution](#)

510.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[bvd's solution](#)

511.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[bvd's solution](#)

512.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[bvd's solution](#)

513.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[bvd's solution](#)

514.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[bvd's solution](#)

515.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[bvd's solution](#)

516.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[bvd's solution](#)

517.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[bvd's solution](#)

518.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

519.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[bvd's solution](#)

520.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[bvd's solution](#)

521.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[bvd's solution](#)

522.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[bvd's solution](#)

523.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[bvd's solution](#)

524.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

525.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

526.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bvd's solution](#)

527.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,419 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[bvd's solution](#)

528.

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

[bvd's solution](#)

529.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[bvd's solution](#)

530.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[bvd's solution](#)

531.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[bvd's solution](#)

532.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[bvd's solution](#)

533.

1194B

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

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

534.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[bvd's solution](#)

535.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[bvd's solution](#)

536.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[bvd's solution](#)

537.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[bvd's solution](#)

538.

1100B

[Build a Contest](#) · [Tutorial](#)

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

539.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation
[bvd's solution](#)

540.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[bvd's solution](#)

541.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[bvd's solution](#)

542.

1076C

[Meme Problem](#) · [Tutorial](#)

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

543.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[bvd's solution](#)

544.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[bvd's solution](#)

545.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[bvd's solution](#)

546.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bvd's solution](#)

547.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[bvd's solution](#)

548.

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
[bvd's solution](#)

549.

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
[bvd's solution](#)

550.

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
[bvd's solution](#)

551.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[bvd's solution](#)

552.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[bvd's solution](#)

553.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[bvd's solution](#)

554.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bvd's solution](#)

555.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

556.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[bvd's solution](#)

557.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

558.

890C

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

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

[bvd's solution](#)

559.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[bvd's solution](#)

560.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[bvd's solution](#)

561.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[bvd's solution](#)

562.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics

[bvd's solution](#)

563.

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
[bvd's solution](#)

564.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[bvd's solution](#)

565.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[bvd's solution](#)

566.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[bvd's solution](#)

567.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

568.

690C1

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

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[bvd's solution](#)

569.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[bvd's solution](#)

570.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force
[bvd's solution](#)

571.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation, sortings
[bvd's solution](#)

572.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings
[bvd's solution](#)

573.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: —
[bvd's solution](#)

574.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bvd's solution](#)

575.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[bvd's solution](#)

576.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[bvd's solution](#)

577.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · FPC (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

578.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-24 · FPC (first AC) · Tags: combinatorics

[bvd's solution](#)

579.

611B

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

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

[bvd's solution](#)

580.

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-11-28 · FPC (first AC) · Tags: binary search, data structures, sortings, two pointers

[bvd's solution](#)

581.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · FPC (first AC) · Tags: implementation, strings

[bvd's solution](#)

582.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-16 · FPC (first AC) · Tags: math

[bvd's solution](#)

583.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-16 · FPC (first AC) · Tags: brute force, implementation, sortings

[bvd's solution](#)

584.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-29 · FPC (first AC) · Tags: math, number theory

[bvd's solution](#)

585.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

586.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-18 · FPC (first AC) · Tags: implementation

[bvd's solution](#)

587.

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[bvd's solution](#)

588.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[bvd's solution](#)

589.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[bvd's solution](#)

590.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[bvd's solution](#)

591.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[bvd's solution](#)

592.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[bvd's solution](#)

593.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[bvd's solution](#)

594.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[bvd's solution](#)

595.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

596.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[bvd's solution](#)

597.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[bvd's solution](#)

598.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[bvd's solution](#)

599.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[bvd's solution](#)

600.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[bvd's solution](#)

601.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

602.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2020-05-10 · Python 3 (first AC) · Tags: geometry, math

[bvd's solution](#)

603.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[bvd's solution](#)

604.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-01 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[bvd's solution](#)

605.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[bvd's solution](#)

606.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[bvd's solution](#)

607.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[bvd's solution](#)

608.

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

[bvd's solution](#)

609.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[bvd's solution](#)

610.

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

[bvd's solution](#)

611.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[bvd's solution](#)

612.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[bvd's solution](#)

613.

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

[bvd's solution](#)

614.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

615.

612C

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

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[bvd's solution](#)

616.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bvd's solution](#)

617.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[bvd's solution](#)

618.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[bvd's solution](#)

619.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[bvd's solution](#)

620.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[bvd's solution](#)

621.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[bvd's solution](#)

622.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[bvd's solution](#)

623.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[bvd's solution](#)

624.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[bvd's solution](#)

625.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-11-08 · Java 8 (first AC) · Tags: implementation

[bvd's solution](#)

626.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[bvd's solution](#)

627.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[bvd's solution](#)

628.

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

629.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[bvd's solution](#)

630.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bvd's solution](#)

631.

867B

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

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[bvd's solution](#)

632.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[bvd's solution](#)

633.

803A

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

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

634.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bvd's solution](#)

635.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[bvd's solution](#)

636.

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
[bvd's solution](#)

637.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[bvd's solution](#)

638.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bvd's solution](#)

639.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[bvd's solution](#)

640.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation
[bvd's solution](#)

641.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp
[bvd's solution](#)

642.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings
[bvd's solution](#)

643.

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory
[bvd's solution](#)

644.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math
[bvd's solution](#)

645.

675B

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

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

646.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[bvd's solution](#)

647.

669C

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

Rating: 1400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

648.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[bvd's solution](#)

649.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[bvd's solution](#)

650.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2015-11-24 · FPC (first AC) · Tags: dp, implementation, two pointers

[bvd's solution](#)

651.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bvd's solution](#)

652.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[bvd's solution](#)

653.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

654.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

655.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[bvd's solution](#)

656.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[bvd's solution](#)

657.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[bvd's solution](#)

658.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[bvd's solution](#)

659.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

660.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[bvd's solution](#)

661.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[bvd's solution](#)

662.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[bvd's solution](#)

663.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

664.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[bvd's solution](#)

665.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[bvd's solution](#)

666.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[bvd's solution](#)

667.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[bvd's solution](#)

668.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[bvd's solution](#)

669.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[bvd's solution](#)

670.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[bvd's solution](#)

671.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bvd's solution](#)

672.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

673.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[bvd's solution](#)

674.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

675.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[bvd's solution](#)

676.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bvd's solution](#)

677.

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

[bvd's solution](#)

678.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[bvd's solution](#)

679.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[bvd's solution](#)

680.

1218F

[Workout plan](#) · [Tutorial](#)

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

[bvd's solution](#)

681.

1209C

[Paint the Digits](#) · [Tutorial](#)

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

[bvd's solution](#)

682.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[bvd's solution](#)

683.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2019-08-17 · Java 8 (first AC) · Tags: implementation, math

[bvd's solution](#)

684.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

685.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

686.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[bvd's solution](#)

687.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[bvd's solution](#)

688.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[bvd's solution](#)

689.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[bvd's solution](#)

690.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[bvd's solution](#)

691.

1158A

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

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

692.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[bvd's solution](#)

693.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[bvd's solution](#)

694.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[bvd's solution](#)

695.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[bvd's solution](#)

696.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

697.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[bvd's solution](#)

698.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[bvd's solution](#)

699.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[bvd's solution](#)

700.

1101E

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

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

[bvd's solution](#)

701.

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: sortings

[bvd's solution](#)

702.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: dp

[bvd's solution](#)

703.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[bvd's solution](#)

704.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

705.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[bvd's solution](#)

706.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[bvd's solution](#)

707.

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · Java 8 (first AC) · Tags: implementation

[bvd's solution](#)

708.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-11-11 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation, math

[bvd's solution](#)

709.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-11-08 · Java 8 (first AC) · Tags: greedy, two pointers

[bvd's solution](#)

710.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[bvd's solution](#)

711.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[bvd's solution](#)

712.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[bvd's solution](#)

713.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings
[bvd's solution](#)

714.

577C

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

Rating: 1500 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[bvd's solution](#)

715.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[bvd's solution](#)

716.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[bvd's solution](#)

717.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[bvd's solution](#)

718.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[bvd's solution](#)

719.

931D

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

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[bvd's solution](#)

720.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[bvd's solution](#)

721.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[bvd's solution](#)

722.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[bvd's solution](#)

723.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[bvd's solution](#)

724.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[bvd's solution](#)

725.

809A

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

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

[bvd's solution](#)

726.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[bvd's solution](#)

727.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[bvd's solution](#)

728.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bvd's solution](#)

729.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[bvd's solution](#)

730.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[bvd's solution](#)

731.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[bvd's solution](#)

732.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[bvd's solution](#)

733.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[bvd's solution](#)

734.

697C

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

Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[bvd's solution](#)

735.

690C2

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

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[bvd's solution](#)

736.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[bvd's solution](#)

737.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[bvd's solution](#)

738.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: implementation, math

[bvd's solution](#)

739.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[bvd's solution](#)

740.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · FPC (first AC) · Tags: brute force, implementation

[bvd's solution](#)

741.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · FPC (first AC) · Tags: dp, implementation

[bvd's solution](#)

742.

588C

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

Rating: 1500 · first AC: 2015-10-15 · FPC (first AC) · Tags: —

[bvd's solution](#)

743.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-09-23 · FPC (first AC) · Tags: dfs and similar, graphs, trees

[bvd's solution](#)

744.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-29 · FPC (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[bvd's solution](#)

745.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · FPC (first AC) · Tags: implementation, math

[bvd's solution](#)

746.

557B

[Pasha and Tea](#) · [Tutorial](#)

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

[bvd's solution](#)

747.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[bvd's solution](#)

748.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[bvd's solution](#)

749.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[bvd's solution](#)

750.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[bvd's solution](#)

751.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[bvd's solution](#)

752.

1782C

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

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

[bvd's solution](#)

753.

1774D

[Same Count One](#) · [Tutorial](#)

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

[bvd's solution](#)

754.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[bvd's solution](#)

755.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

756.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[bvd's solution](#)

757.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

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758.

346A

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759.

1677A

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760.

1660E

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761.

1660D

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762.

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763.

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764.

1603B

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766.

1528A

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767.

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1437D

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769.

1407C

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770.

1396A

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771.

1389B

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772.

1373D

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773.

1349A

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774.

1344A

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775.

1348C

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776.

1342C

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777.

1337C

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778.

1334C

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779.

1006E

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780.

1327C

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781.

244B

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782.

1305C

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783.

1284C

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784.

1282B2

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785.

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786.

1246A

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787.

1240A

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788.

600A

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789.

1199D

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1199C

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791.

1184D1

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792.

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793.

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794.

1163B2

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795.

1140C

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796.

1138C

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797.

1121C

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798.

1113C

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799.

446A

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800.

1099D

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801.

453A

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802.

1056D

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803.

1056B

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804.

1062C

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805.

1071A

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806.

1065C

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807.

1033C

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808.

1059C

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809.

1060C

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810.

1036B

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811.

1036D

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812.

1025B

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813.

1027C

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814.

1017C

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815.

36B

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816.

956B

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[bvd's solution](#)

817.

931E

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Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[bvd's solution](#)

818.

906A

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[bvd's solution](#)

819.

898E

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820.

898D

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821.

848A

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822.

835C

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823.

845B

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824.

822C

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825.

818B

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826.

817C

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[bvd's solution](#)

827.

789C

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Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

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828.

782C

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829.

782B

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830.

777C

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831.

764C

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[bvd's solution](#)

832.

760D

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833.

753B

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834.

735D

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835.

734C

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836.

733D

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837.

730G

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838.

725C

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839.

731C

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[bvd's solution](#)

840.

727B

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[bvd's solution](#)

841.

723C

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Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bvd's solution](#)

842.

723D

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[bvd's solution](#)

843.

716C

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Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[bvd's solution](#)

844.

712C

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Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

845.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings

[bvd's solution](#)

846.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[bvd's solution](#)

847.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[bvd's solution](#)

848.

689B

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Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
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849.

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
[bvd's solution](#)

850.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[bvd's solution](#)

851.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
[bvd's solution](#)

852.

658C

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

Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[bvd's solution](#)

853.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: dp, implementation, trees
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854.

617C

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Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-24 · FPC (first AC) · Tags: implementation
[bvd's solution](#)

855.

606C

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Rating: 1600 · first AC: 2015-12-09 · FPC (first AC) · Tags: —
[bvd's solution](#)

856.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · FPC (first AC) · Tags: graphs
[bvd's solution](#)

857.

597A

[Divisibility](#) · [Tutorial](#)

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

858.

1971G

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[bvd's solution](#)

859.

1731C

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860.

1879D

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Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[bvd's solution](#)

861.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 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

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862.

1687B

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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[bvd's solution](#)

863.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[bvd's solution](#)

864.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[bvd's solution](#)

865.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[bvd's solution](#)

866.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bvd's solution](#)

867.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[bvd's solution](#)

868.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[bvd's solution](#)

869.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[bvd's solution](#)

870.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[bvd's solution](#)

871.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[bvd's solution](#)

872.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[bvd's solution](#)

873.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[bvd's solution](#)

874.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[bvd's solution](#)

875.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[bvd's solution](#)

876.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[bvd's solution](#)

877.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
[bvd's solution](#)

878.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[bvd's solution](#)

879.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory
[bvd's solution](#)

880.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[bvd's solution](#)

881.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[bvd's solution](#)

882.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[bvd's solution](#)

883.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[bvd's solution](#)

884.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[bvd's solution](#)

885.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[bvd's solution](#)

886.

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
[bvd's solution](#)

887.

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
[bvd's solution](#)

888.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[bvd's solution](#)

889.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[bvd's solution](#)

890.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[bvd's solution](#)

891.

1341D

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

Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[bvd's solution](#)

892.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[bvd's solution](#)

893.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[bvd's solution](#)

894.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[bvd's solution](#)

895.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

896.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[bvd's solution](#)

897.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bvd's solution](#)

898.

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

[bvd's solution](#)

899.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[bvd's solution](#)

900.

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

[bvd's solution](#)

901.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[bvd's solution](#)

902.

1269C

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

Rating: 1700 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bvd's solution](#)

903.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

904.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bvd's solution](#)

905.

1261A

[Messy](#) · [Tutorial](#)

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

[bvd's solution](#)

906.

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

[bvd's solution](#)

907.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[bvd's solution](#)

908.

1229A

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

Rating: 1700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[bvd's solution](#)

909.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[bvd's solution](#)

910.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[bvd's solution](#)

911.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[bvd's solution](#)

912.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[bvd's solution](#)

913.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[bvd's solution](#)

914.

1169C

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

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[bvd's solution](#)

915.

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
[bvd's solution](#)

916.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[bvd's solution](#)

917.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[bvd's solution](#)

918.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[bvd's solution](#)

919.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[bvd's solution](#)

920.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · Java 8 (first AC) · Tags: brute force, implementation, math, number theory
[bvd's solution](#)

921.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[bvd's solution](#)

922.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[bvd's solution](#)

923.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, trees
[bvd's solution](#)

924.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[bvd's solution](#)

925.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[bvd's solution](#)

926.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · Java 8 (first AC) · Tags: greedy, implementation, interactive, sortings
[bvd's solution](#)

927.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · Java 8 (first AC) · Tags: data structures, dp, implementation, math, number theory
[bvd's solution](#)

928.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: dp
[bvd's solution](#)

929.

1074A

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

Rating: 1700 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[bvd's solution](#)

930.

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
[bvd's solution](#)

931.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[bvd's solution](#)

932.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[bvd's solution](#)

933.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[bvd's solution](#)

934.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[bvd's solution](#)

935.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[bvd's solution](#)

936.

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

[bvd's solution](#)

937.

956C

[Riverside Curio](#) · [Tutorial](#)

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

[bvd's solution](#)

938.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

939.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[bvd's solution](#)

940.

896A

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

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[bvd's solution](#)

941.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[bvd's solution](#)

942.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[bvd's solution](#)

943.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bvd's solution](#)

944.

827A

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

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

[bvd's solution](#)

945.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[bvd's solution](#)

946.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[bvd's solution](#)

947.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[bvd's solution](#)

948.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[bvd's solution](#)

949.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[bvd's solution](#)

950.

760C

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bvd's solution](#)

951.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

952.

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[bvd's solution](#)

953.

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[bvd's solution](#)

954.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[bvd's solution](#)

955.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[bvd's solution](#)

956.

690B1

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

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

957.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[bvd's solution](#)

958.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[bvd's solution](#)

959.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp

[bvd's solution](#)

960.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · FPC (first AC) · Tags: implementation, math

[bvd's solution](#)

961.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-24 · FPC (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

962.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[bvd's solution](#)

963.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[bvd's solution](#)

964.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[bvd's solution](#)

965.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
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966.

1732C1

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967.

1572A

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968.

1552D

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969.

1552C

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970.

1534D

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971.

1525D

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972.

1466E

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973.

1468J

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974.

1437C

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[bvd's solution](#)

975.

1420D

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976.

1394A

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[bvd's solution](#)

977.

1381B

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978.

1355C

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Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[bvd's solution](#)

979.

1338B

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[bvd's solution](#)

980.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[bvd's solution](#)

981.

487A

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982.

1329A

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[bvd's solution](#)

983.

1316C

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984.

847E

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[bvd's solution](#)

985.

1299B

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[bvd's solution](#)

986.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[bvd's solution](#)

987.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[bvd's solution](#)

988.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

989.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[bvd's solution](#)

990.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[bvd's solution](#)

991.

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

[bvd's solution](#)

992.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[bvd's solution](#)

993.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[bvd's solution](#)

994.

1221D

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Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

995.

1207D

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Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[bvd's solution](#)

996.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bvd's solution](#)

997.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[bvd's solution](#)

998.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[bvd's solution](#)

999.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[bvd's solution](#)

1000.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

1001.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bvd's solution](#)

1002.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[bvd's solution](#)

1003.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[bvd's solution](#)

1004.

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

[bvd's solution](#)

1005.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[bvd's solution](#)

1006.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[bvd's solution](#)

1007.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[bvd's solution](#)

1008.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[bvd's solution](#)

1009.

483D

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

Rating: 1800 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[bvd's solution](#)

1010.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[bvd's solution](#)

1011.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[bvd's solution](#)

1012.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-12-04 · Java 8 (first AC) · Tags: data structures, divide and conquer, two pointers

[bvd's solution](#)

1013.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bvd's solution](#)

1014.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[bvd's solution](#)

1015.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-09 · Java 8 (first AC) · Tags: number theory

[bvd's solution](#)**1016.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: binary search, two pointers

[bvd's solution](#)**1017.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[bvd's solution](#)**1018.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bvd's solution](#)**1019.**

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[bvd's solution](#)**1020.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[bvd's solution](#)**1021.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bvd's solution](#)**1022.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[bvd's solution](#)**1023.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[bvd's solution](#)**1024.**

827B

[High Load](#) · [Tutorial](#)

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

[bvd's solution](#)**1025.**

822D

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

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[bvd's solution](#)

1026.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[bvd's solution](#)

1027.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bvd's solution](#)

1028.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[bvd's solution](#)

1029.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[bvd's solution](#)

1030.

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[bvd's solution](#)

1031.

690E1

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Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1032.

667C

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Rating: 1800 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: dp, strings

[bvd's solution](#)

1033.

675D

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

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

[bvd's solution](#)

1034.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[bvd's solution](#)

1035.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[bvd's solution](#)

1036.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[bvd's solution](#)

1037.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[bvd's solution](#)

1038.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[bvd's solution](#)

1039.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[bvd's solution](#)

1040.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[bvd's solution](#)

1041.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[bvd's solution](#)

1042.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bvd's solution](#)

1043.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[bvd's solution](#)

1044.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[bvd's solution](#)

1045.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[bvd's solution](#)

1046.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[bvd's solution](#)

1047.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[bvd's solution](#)

1048.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[bvd's solution](#)

1049.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
[bvd's solution](#)

1050.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[bvd's solution](#)

1051.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[bvd's solution](#)

1052.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[bvd's solution](#)

1053.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[bvd's solution](#)

1054.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[bvd's solution](#)

1055.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
[bvd's solution](#)

1056.

1436D

[Bandit in a City](#) · [Tutorial](#)

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

[bvd's solution](#)

1057.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[bvd's solution](#)

1058.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[bvd's solution](#)

1059.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[bvd's solution](#)

1060.

1383B

[GameGame](#) · [Tutorial](#)

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

[bvd's solution](#)

1061.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[bvd's solution](#)

1062.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[bvd's solution](#)

1063.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[bvd's solution](#)

1064.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[bvd's solution](#)

1065.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

1066.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[bvd's solution](#)

1067.

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

[bvd's solution](#)

1068.

1029D

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

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bvd's solution](#)

1069.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bvd's solution](#)

1070.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[bvd's solution](#)

1071.

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

[bvd's solution](#)

1072.

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

[bvd's solution](#)

1073.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search, two pointers

[bvd's solution](#)

1074.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[bvd's solution](#)

1075.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[bvd's solution](#)

1076.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[bvd's solution](#)

1077.

1178E

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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

[bvd's solution](#)

1078.

1184E1

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

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

[bvd's solution](#)

1079.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[bvd's solution](#)

1080.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[bvd's solution](#)

1081.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[bvd's solution](#)

1082.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[bvd's solution](#)

1083.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[bvd's solution](#)

1084.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bvd's solution](#)

1085.

1153D

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

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[bvd's solution](#)

1086.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bvd's solution](#)

1087.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[bvd's solution](#)

1088.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1089.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[bvd's solution](#)

1090.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[bvd's solution](#)

1091.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[bvd's solution](#)

1092.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[bvd's solution](#)

1093.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[bvd's solution](#)

1094.

1079D

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

Rating: 1900 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: geometry, implementation

[bvd's solution](#)

1095.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bvd's solution](#)

1096.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

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

[bvd's solution](#)

1097.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bvd's solution](#)

1098.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[bvd's solution](#)

1099.

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

[bvd's solution](#)

1100.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[bvd's solution](#)

1101.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[bvd's solution](#)

1102.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[bvd's solution](#)

1103.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[bvd's solution](#)

1104.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bvd's solution](#)

1105.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1106.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[bvd's solution](#)

1107.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[bvd's solution](#)

1108.

848B

[Router's Song](#) · [Tutorial](#)

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

[bvd's solution](#)

1109.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[bvd's solution](#)

1110.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[bvd's solution](#)

1111.

839B

[Game of the Rows](#) · [Tutorial](#)

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

[bvd's solution](#)

1112.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[bvd's solution](#)

1113.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[bvd's solution](#)

1114.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

1115.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[bvd's solution](#)

1116.

782D

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

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, strings

[bvd's solution](#)

1117.

757C

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

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

[bvd's solution](#)

1118.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bvd's solution](#)

1119.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[bvd's solution](#)

1120.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: geometry

[bvd's solution](#)

1121.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2015-09-10 · FPC (first AC) · Tags: combinatorics, data structures, dp, two pointers

[bvd's solution](#)

1122.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[bvd's solution](#)

1123.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[bvd's solution](#)

1124.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[bvd's solution](#)

1125.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[bvd's solution](#)

1126.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bvd's solution](#)

1127.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[bvd's solution](#)

1128.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[bvd's solution](#)

1129.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[bvd's solution](#)

1130.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[bvd's solution](#)

1131.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1132.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[bvd's solution](#)

1133.

1359E

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

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

[bvd's solution](#)

1134.

1359D

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

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

[bvd's solution](#)

1135.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-22 · Python 3 (first AC) · Tags: binary search, brute force, geometry, math

[bvd's solution](#)

1136.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

1137.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[bvd's solution](#)

1138.

933B

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

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

1139.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[bvd's solution](#)

1140.

1344B

[Monopole Magnets](#) · [Tutorial](#)

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

[bvd's solution](#)

1141.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1142.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[bvd's solution](#)

1143.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[bvd's solution](#)

1144.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[bvd's solution](#)

1145.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[bvd's solution](#)

1146.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[bvd's solution](#)

1147.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[bvd's solution](#)

1148.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[bvd's solution](#)

1149.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[bvd's solution](#)

1150.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[bvd's solution](#)

1151.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[bvd's solution](#)

1152.

1229B

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

Rating: 2000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[bvd's solution](#)

1153.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[bvd's solution](#)

1154.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[bvd's solution](#)

1155.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[bvd's solution](#)

1156.

609D

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

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[bvd's solution](#)

1157.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[bvd's solution](#)

1158.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[bvd's solution](#)

1159.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[bvd's solution](#)

1160.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[bvd's solution](#)

1161.

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[bvd's solution](#)

1162.

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[bvd's solution](#)

1163.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[bvd's solution](#)

1164.

1143E

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[bvd's solution](#)

1165.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[bvd's solution](#)

1166.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[bvd's solution](#)

1167.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2018-12-02 · Java 8 (first AC) · Tags: binary search, data structures, two pointers

[bvd's solution](#)

1168.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[bvd's solution](#)

1169.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

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1170.

600D

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

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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1171.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

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1172.

1009E

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

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1173.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[bvd's solution](#)

1174.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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1175.

890D

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

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

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1176.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

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1177.

784E

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Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

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1178.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[bvd's solution](#)

1179.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[bvd's solution](#)

1180.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[bvd's solution](#)

1181.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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1182.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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1183.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[bvd's solution](#)

1184.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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1185.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[bvd's solution](#)

1186.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bvd's solution](#)

1187.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[bvd's solution](#)

1188.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[bvd's solution](#)

1189.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[bvd's solution](#)

1190.

1771D

[Hossam and \(sub-\)palindromic tree · Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[bvd's solution](#)

1191.

1667B

[Optimal Partition · Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[bvd's solution](#)

1192.

899F

[Letters Removing · Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[bvd's solution](#)

1193.

847F

[Berland Elections · Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bvd's solution](#)

1194.

1343E

[Weights Distributing · Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[bvd's solution](#)

1195.

464C

[Substitutes in Number · Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1196.

793D

[Presents in Bankopolis · Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[bvd's solution](#)

1197.

1265E

[Beautiful Mirrors · Tutorial](#)

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[bvd's solution](#)

1198.

466E

[Information Graph · Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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1199.

1598E

[Staircases · Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[bvd's solution](#)

1200.

1525E

[Assimilation IV · Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[bvd's solution](#)

1201.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[bvd's solution](#)

1202.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[bvd's solution](#)

1203.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[bvd's solution](#)

1204.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[bvd's solution](#)

1205.

859D

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

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees

[bvd's solution](#)

1206.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[bvd's solution](#)

1207.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[bvd's solution](#)

1208.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[bvd's solution](#)

1209.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[bvd's solution](#)

1210.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2019-10-08 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[bvd's solution](#)

1211.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

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1212.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-08 · Java 11 (first AC) · Tags: combinatorics, math

[bvd's solution](#)

1213.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

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1214.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

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1215.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[bvd's solution](#)

1216.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[bvd's solution](#)

1217.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[bvd's solution](#)

1218.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bvd's solution](#)

1219.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

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1220.

1184E2

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

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths,

trees

[bvd's solution](#)

1221.

1184A2

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

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

[bvd's solution](#)

1222.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[bvd's solution](#)

1223.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[bvd's solution](#)

1224.

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[bvd's solution](#)

1225.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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1226.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-26 · Java 8 (first AC) · Tags: brute force, data structures, hashing, strings

[bvd's solution](#)

1227.

1032E

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[bvd's solution](#)

1228.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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1229.

1074C

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Rating: 2100 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[bvd's solution](#)

1230.

1025D

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

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1231.

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1232.

960D

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Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · last AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[bvd's solution](#)

1233.

960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[bvd's solution](#)

1234.

912D

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Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[bvd's solution](#)

1235.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

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1236.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[bvd's solution](#)

1237.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[bvd's solution](#)

1238.

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[bvd's solution](#)

1239.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[bvd's solution](#)

1240.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: flows, graphs, math

[bvd's solution](#)

1241.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[bvd's solution](#)

1242.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

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1243.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[bvd's solution](#)

1244.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1245.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[bvd's solution](#)

1246.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[bvd's solution](#)

1247.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[bvd's solution](#)

1248.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bvd's solution](#)

1249.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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1250.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[bvd's solution](#)

1251.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[bvd's solution](#)

1252.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[bvd's solution](#)

1253.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bvd's solution](#)

1254.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[bvd's solution](#)

1255.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bvd's solution](#)

1256.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[bvd's solution](#)

1257.

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

[bvd's solution](#)

1258.

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

[bvd's solution](#)

1259.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[bvd's solution](#)

1260.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bvd's solution](#)

1261.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[bvd's solution](#)

1262.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[bvd's solution](#)

1263.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[bvd's solution](#)

1264.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[bvd's solution](#)

1265.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[bvd's solution](#)

1266.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[bvd's solution](#)

1267.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[bvd's solution](#)

1268.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[bvd's solution](#)

1269.

690C3

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

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[bvd's solution](#)

1270.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[bvd's solution](#)

1271.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[bvd's solution](#)

1272.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[bvd's solution](#)

1273.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[bvd's solution](#)

1274.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[bvd's solution](#)

1275.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[bvd's solution](#)

1276.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[bvd's solution](#)

1277.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[bvd's solution](#)

1278.

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

[bvd's solution](#)

1279.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[bvd's solution](#)

1280.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[bvd's solution](#)

1281.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-08-17 · Java 8 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[bvd's solution](#)

1282.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1283.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[bvd's solution](#)

1284.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[bvd's solution](#)

1285.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[bvd's solution](#)

1286.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[bvd's solution](#)

1287.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: flows

[bvd's solution](#)

1288.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[bvd's solution](#)

1289.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[bvd's solution](#)

1290.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bvd's solution](#)

1291.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[bvd's solution](#)

1292.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[bvd's solution](#)

1293.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[bvd's solution](#)

1294.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bvd's solution](#)

1295.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1296.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[bvd's solution](#)

1297.

1229C

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

Rating: 2400 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[bvd's solution](#)

1298.

1218D

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

Quality: 604 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[bvd's solution](#)

1299.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bvd's solution](#)

1300.

1101F

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

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[bvd's solution](#)

1301.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[bvd's solution](#)

1302.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: data structures

[bvd's solution](#)

1303.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[bvd's solution](#)

1304.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[bvd's solution](#)

1305.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[bvd's solution](#)

1306.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[bvd's solution](#)

1307.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[bvd's solution](#)

1308.

989D

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

Quality: 536 global accepts · Rating: 2500 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[bvd's solution](#)

1309.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[bvd's solution](#)

1310.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bvd's solution](#)

1311.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[bvd's solution](#)

1312.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[bvd's solution](#)

1313.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[bvd's solution](#)

1314.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[bvd's solution](#)

1315.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[bvd's solution](#)

1316.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[bvd's solution](#)

1317.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[bvd's solution](#)

1318.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[bvd's solution](#)

1319.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[bvd's solution](#)

1320.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[bvd's solution](#)

1321.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[bvd's solution](#)

1322.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[bvd's solution](#)

1323.

2011C

[Split the Expression](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[bvd's solution](#)

1324.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[bvd's solution](#)

1325.

2012D

[Forming Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics
[bvd's solution](#)

1326.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: *special, brute force, greedy, math
[bvd's solution](#)

1327.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: *special, strings
[bvd's solution](#)

1328.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · Kotlin 1.9 (first AC) · Tags: *special, implementation, sortings
[bvd's solution](#)

1329.

105137A

[Good Target](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[bvd's solution](#)

1330.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[bvd's solution](#)

1331.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, constructive algorithms, geometry, math
[bvd's solution](#)

1332.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory
[bvd's solution](#)

1333.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, brute force, implementation

[bvd's solution](#)

1334.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[bvd's solution](#)

1335.

102694D

[Cycle Free Flow · Tutorial](#)

Rating: — · first AC: 2022-11-23 · PyPy 3-64 (first AC) · Tags: —

[bvd's solution](#)

1336.

102511H

[Hobsons' trains · Tutorial](#)

Rating: — · first AC: 2020-03-01 · last AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1337.

102511G

[First of Her Name · Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[bvd's solution](#)

1338.

102511A

[Azulejos · Tutorial](#)

Rating: — · first AC: 2020-03-01 · last AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1339.

102511D

[Circular DNA · Tutorial](#)

Rating: — · first AC: 2020-03-01 · last AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1340.

102511E

[Dead-End Detector · Tutorial](#)

Rating: — · first AC: 2020-03-01 · last AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1341.

101221A

[Baggage · Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1342.

101221I

[Sensor Network · Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1343.

101221C

[Crane Balancing · Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1344.

101221K

[Surveillance · Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1345.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[bvd's solution](#)

1346.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bvd's solution](#)

1347.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bvd's solution](#)

1348.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1349.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1350.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1351.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1352.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1353.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bvd's solution](#)

1354.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bvd's solution](#)

1355.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1356.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[bvd's solution](#)

1357.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[bvd's solution](#)

1358.

101242G

[Oj!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[bvd's solution](#)

1359.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[bvd's solution](#)

1360.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[bvd's solution](#)

1361.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[bvd's solution](#)

1362.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bvd's solution](#)

1363.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bvd's solution](#)

1364.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bvd's solution](#)

1365.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[bvd's solution](#)

1366.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1367.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1368.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1369.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1370.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1371.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1372.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1373.

103055F

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1374.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1375.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1376.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1377.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1378.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1379.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1380.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1381.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1382.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1383.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1384.

103202F

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

Rating: — · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1385.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1386.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1387.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1388.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1389.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1390.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1391.

102760J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1392.

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1393.

102760E

[Min-hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1394.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1395.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1396.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · Python 3 (first AC) · Tags: —

[bvd's solution](#)

1397.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1398.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1399.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1400.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1401.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1402.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1403.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1404.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1405.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1406.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1407.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1408.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1409.

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1410.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · PyPy 3 (first AC) · Tags: —

[bvd's solution](#)

1411.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1412.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1413.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1414.

102916N

[Premove Checkmate](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1415.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1416.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1417.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1418.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1419.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1420.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1421.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1422.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1423.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1424.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · Python 3 (first AC) · Tags: —

[bvd's solution](#)

1425.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1426.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1427.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1428.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1429.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1430.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1431.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1432.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1433.

102992H

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1434.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1435.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1436.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1437.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1438.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1439.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1440.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1441.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1442.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1443.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1444.

103119L

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

Rating: — · first AC: 2021-06-05 · Python 3 (first AC) · Tags: —

[bvd's solution](#)

1445.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1446.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1447.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1448.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1449.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1450.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1451.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1452.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1453.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1454.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1455.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1456.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1457.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1458.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1459.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1460.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1461.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1462.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1463.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1464.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1465.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1466.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1467.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1468.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1469.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1470.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1471.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1472.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1473.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1474.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1475.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1476.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1477.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1478.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1479.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1480.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1481.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1482.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1483.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1484.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1485.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1486.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1487.

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1488.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1489.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1490.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1491.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1492.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1493.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1494.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1495.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1496.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1497.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1498.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1499.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1500.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1501.

100829I

[Hacking the Screen](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1502.

100829A

[Chasing the Cheetahs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1503.

100829C

[The Fox and the Owl](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1504.

100829E

[Jumping Yoshi](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1505.

100829F

[Lunch Menu](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1506.

100829H

[Plankton Food](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1507.

100829B

[Falcon Dive](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1508.

100829G

[The Owl and the Fox](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1509.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1510.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1511.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1512.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1513.

102861N

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

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1514.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1515.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1516.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1517.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1518.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1519.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1520.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1521.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1522.

101615I

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

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1523.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bvd's solution](#)

1524.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1525.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · Python 3 (first AC) · Tags: —

[bvd's solution](#)

1526.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1527.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1528.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1529.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1530.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1531.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, implementation

[bvd's solution](#)

1532.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[bvd's solution](#)

1533.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1534.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1535.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1536.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1537.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1538.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1539.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1540.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1541.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1542.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1543.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1544.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1545.

102501D

[Gnalcats](#) · [Tutorial](#)

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

[bvd's solution](#)

1546.

102501L

[River Game](#) · [Tutorial](#)

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

[bvd's solution](#)

1547.

102501K

[Birdwatching](#) · [Tutorial](#)

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

[bvd's solution](#)

1548.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

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

[bvd's solution](#)

1549.

102501J

[Counting Trees](#) · [Tutorial](#)

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

[bvd's solution](#)

1550.

102501G

[Swapping Places](#) · [Tutorial](#)

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

[bvd's solution](#)

1551.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1552.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1553.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1554.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1555.

100729G

[Smoking gun](#) · [Tutorial](#)

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

[bvd's solution](#)

1556.

100729D

[Piece it together](#) · [Tutorial](#)

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

[bvd's solution](#)

1557.

100729I

[Tracking RFIDs](#) · [Tutorial](#)

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

[bvd's solution](#)

1558.

100729F

[Pool construction](#) · [Tutorial](#)

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

[bvd's solution](#)

1559.

100729H

[Tichu](#) · [Tutorial](#)

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

[bvd's solution](#)

1560.

100729A

[Binomial coefficients](#) · [Tutorial](#)

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

[bvd's solution](#)

1561.

100729E

[Please, go first](#) · [Tutorial](#)

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

[bvd's solution](#)

1562.

100729B

[Bird tree](#) · [Tutorial](#)

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

[bvd's solution](#)

1563.

100729C

[Movie collection](#) · [Tutorial](#)

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

[bvd's solution](#)

1564.

102465I

[Mason's Mark](#) · [Tutorial](#)

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

[bvd's solution](#)

1565.

102465F

[Paris by Night](#) · [Tutorial](#)

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

[bvd's solution](#)

1566.

102465H

[Travel Guide](#) · [Tutorial](#)

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

[bvd's solution](#)

1567.

102465K

[Dishonest Driver](#) · [Tutorial](#)

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

[bvd's solution](#)

1568.

102465B

[Blurred Pictures](#) · [Tutorial](#)

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

[bvd's solution](#)

1569.

102465E

[Rounding](#) · [Tutorial](#)

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

[bvd's solution](#)

1570.

102465D

[Monument Tour](#) · [Tutorial](#)

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

[bvd's solution](#)

1571.

102465A

[City of Lights](#) · [Tutorial](#)

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

[bvd's solution](#)

1572.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1573.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1574.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1575.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1576.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1577.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1578.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1579.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1580.

101612A

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

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1581.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1582.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1583.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1584.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1585.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1586.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1587.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1588.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1589.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1590.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1591.

101853E

[Maximum Sum](#) · [Tutorial](#)

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

[bvd's solution](#)

1592.

101853A

[Zero Array](#) · [Tutorial](#)

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

[bvd's solution](#)

1593.

101853C

[Intersections](#) · [Tutorial](#)

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

[bvd's solution](#)

1594.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1595.

101853J

[Smallest Difference](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1596.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1597.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[bvd's solution](#)

1598.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[bvd's solution](#)

1599.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1600.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1601.

100959L

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

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1602.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1603.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1604.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1605.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1606.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1607.

101138A

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

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1608.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1609.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1610.

101096B

[Evacuation plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1611.

101096A

[T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1612.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1613.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1614.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1615.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1616.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1617.

101104I

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

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1618.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1619.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1620.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bvd's solution](#)

1621.

101095X

[Investing at the Market](#) · [Tutorial](#)

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