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Unique solved — cdkrot

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

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

Filters: none

Count: 968

1.

2163A

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Quality: 19,593 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[cdkrot's solution](#)

2.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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3.

1804A

[Lame King](#) · [Tutorial](#)

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

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4.

1791A

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

Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-19 · Python 3 (first AC) · Tags: implementation, strings

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5.

1769A

[B47C@Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, math

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6.

1408A

[Circle Coloring](#) · [Tutorial](#)

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

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7.

1114A

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Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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8.

1060A

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9.

1028A

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10.

855A

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11.

821A

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12.

770A

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13.

769A

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Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
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14.

712A

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15.

710A

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16.

681A

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17.

678A

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18.

630A

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19.

680A

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20.

677A

[Vanya and Fence](#) · [Tutorial](#)

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[cdkrot's solution](#)

21.

676A

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[cdkrot's solution](#)

22.

624A

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23.

454A

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24.

513A

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25.

509A

[Maximum in Table](#) · [Tutorial](#)

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[cdkrot's solution](#)

26.

447A

[DZY Loves Hash](#) · [Tutorial](#)

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27.

448A

[Rewards](#) · [Tutorial](#)

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28.

432A

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[cdkrot's solution](#)

29.

1326B

[Maximums](#) · [Tutorial](#)

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30.

1208A

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[cdkrot's solution](#)

31.

981A

[Antipalindrome](#) · [Tutorial](#)

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32.

914A

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Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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33.

913A

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34.

868A

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35.

793A

[Oleg and shares](#) · [Tutorial](#)

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[cdkrot's solution](#)

36.

776A

[A Serial Killer](#) · [Tutorial](#)

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37.

768A

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[cdkrot's solution](#)

38.

765A

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

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[cdkrot's solution](#)

39.

622B

[The Time](#) · [Tutorial](#)

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40.

598A

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41.

588A

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[cdkrot's solution](#)

42.

586A

[Alena's Schedule](#) · [Tutorial](#)

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43.

580A

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44.

554A

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45.

1975B

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

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46.

1804B

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47.

1769B1

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48.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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49.

1266B

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50.

1266A

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Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
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51.

1237A

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

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52.

981B

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[cdkrot's solution](#)

53.

798A

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54.

757A

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55.

733A

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56.

724A

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57.

680B

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58.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
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59.

644A

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60.

637A

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61.

622A

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62.

608A

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63.

584A

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64.

583A

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65.

552A

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66.

462A

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67.

447B

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68.

441A

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69.

435A

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70.

1070K

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71.

1060B

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72.

842B

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73.

792A

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74.

765B

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75.

733B

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- 76.**
712B
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- 77.**
690A1
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- 78.**
630J
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[cdkrot's solution](#)
- 79.**
630D
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- 80.**
630C
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624B
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- 82.**
602A
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Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · Python 3 (first AC) · Tags: brute force, implementation
[cdkrot's solution](#)
- 83.**
558A
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Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
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- 84.**
534A
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Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
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- 85.**
488A
[Giga Tower](#) · [Tutorial](#)
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- 86.**
1975C
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87.

1769C1

[Almost Equal](#) · [Tutorial](#)

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88.

1205A

[Almost Equal](#) · [Tutorial](#)

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89.

1082A

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90.

1028B

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[cdkrot's solution](#)

91.

960A

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92.

928A

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93.

914B

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94.

913B

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95.

717C

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96.

769B

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97.

776B

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98.

765C

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99.

708A

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100.

690D1

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101.

683A

[The Check of the Point](#) · [Tutorial](#)

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102.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: games, math

[cdkrot's solution](#)

103.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: math

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104.

612B

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Quality: 7,603 global accepts · Rating: 1200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[cdkrot's solution](#)

105.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

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106.

637B

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107.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

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108.

583B

[Robot's Task](#) · [Tutorial](#)

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109.

554B

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Quality: 10,863 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[cdkrot's solution](#)

110.

552B

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Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[cdkrot's solution](#)

111.

462C

[Appleman and Toastman](#) · [Tutorial](#)

Rating: 1200 · first AC: 2014-08-27 · GNU C++0x (first AC) · Tags: implementation, sortings
[cdkrot's solution](#)

112.

1769C2

[Aö>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, dp
[cdkrot's solution](#)

113.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[cdkrot's solution](#)

114.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
[cdkrot's solution](#)

115.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: greedy
[cdkrot's solution](#)

116.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[cdkrot's solution](#)

117.

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cdkrot's solution](#)

118.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings
[cdkrot's solution](#)

119.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cdkrot's solution](#)

120.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · Python 3 (first AC) · Tags: *special, implementation, math

[cdkrot's solution](#)

121.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

122.

690C1

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

Quality: 3,170 global accepts · Rating: 1300 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: —

[cdkrot's solution](#)

123.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · Python 3 (first AC) · Tags: brute force

[cdkrot's solution](#)

124.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: math

[cdkrot's solution](#)

125.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: combinatorics, math

[cdkrot's solution](#)

126.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[cdkrot's solution](#)

127.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[cdkrot's solution](#)

128.

600B

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

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[cdkrot's solution](#)

129.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[cdkrot's solution](#)

130.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math

[cdkrot's solution](#)

131.

586B

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

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[cdkrot's solution](#)

132.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation

[cdkrot's solution](#)

133.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[cdkrot's solution](#)

134.

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2014-08-27 · GNU C++0x (first AC) · Tags: greedy

[cdkrot's solution](#)

135.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[cdkrot's solution](#)

136.

1769B2

[Aesop's Fable](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, binary search, brute force, math

[cdkrot's solution](#)

137.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cdkrot's solution](#)

138.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[cdkrot's solution](#)

139.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[cdkrot's solution](#)

140.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[cdkrot's solution](#)

141.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cdkrot's solution](#)

142.

866A

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

Rating: 1400 · first AC: 2017-09-30 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math

[cdkrot's solution](#)

143.

843A

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

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

[cdkrot's solution](#)

144.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[cdkrot's solution](#)

145.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[cdkrot's solution](#)

146.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[cdkrot's solution](#)

147.

689A

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

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

[cdkrot's solution](#)

148.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[cdkrot's solution](#)

149.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: combinatorics, math

[cdkrot's solution](#)

150.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: implementation, math

[cdkrot's solution](#)

151.

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

[cdkrot's solution](#)

152.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · Python 3 (first AC) · Tags: implementation, math
[cdkrot's solution](#)

153.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[cdkrot's solution](#)

154.

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math
[cdkrot's solution](#)

155.

637C

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

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

156.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers
[cdkrot's solution](#)

157.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math
[cdkrot's solution](#)

158.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[cdkrot's solution](#)

159.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++0x (first AC) · Tags: greedy, implementation
[cdkrot's solution](#)

160.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++0x (first AC) · Tags: greedy
[cdkrot's solution](#)

161.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: brute force, two pointers
[cdkrot's solution](#)

162.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers
[cdkrot's solution](#)

163.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[cdkrot's solution](#)

164.

1408C

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

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

[cdkrot's solution](#)

165.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cdkrot's solution](#)

166.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cdkrot's solution](#)

167.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[cdkrot's solution](#)

168.

1299A

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

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

[cdkrot's solution](#)

169.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[cdkrot's solution](#)

170.

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

[cdkrot's solution](#)

171.

1208B

[Uniqueness](#) · [Tutorial](#)

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

[cdkrot's solution](#)

172.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[cdkrot's solution](#)

173.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[cdkrot's solution](#)

174.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[cdkrot's solution](#)

175.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: greedy

[cdkrot's solution](#)

176.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[cdkrot's solution](#)

177.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cdkrot's solution](#)

178.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cdkrot's solution](#)

179.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[cdkrot's solution](#)

180.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cdkrot's solution](#)

181.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[cdkrot's solution](#)

182.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[cdkrot's solution](#)

183.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cdkrot's solution](#)

184.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[cdkrot's solution](#)

185.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · Python 3 (first AC) · Tags: implementation, math, sortings

[cdkrot's solution](#)

186.

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cdkrot's solution](#)

187.

771B

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

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

[cdkrot's solution](#)

188.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[cdkrot's solution](#)

189.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[cdkrot's solution](#)

190.

724B

[Batch Sort](#) · [Tutorial](#)

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

[cdkrot's solution](#)

191.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cdkrot's solution](#)

192.

690C2

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

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees

[cdkrot's solution](#)

193.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: math, number theory

[cdkrot's solution](#)

194.

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

[cdkrot's solution](#)

195.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,435 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[cdkrot's solution](#)

196.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[cdkrot's solution](#)

197.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[cdkrot's solution](#)

198.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[cdkrot's solution](#)

199.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[cdkrot's solution](#)

200.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

201.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-10-06 · Python 3 (first AC) · Tags: combinatorics

[cdkrot's solution](#)

202.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[cdkrot's solution](#)

203.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[cdkrot's solution](#)

204.

554C

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

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

[cdkrot's solution](#)

205.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-09 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar,

implementation

[cdkrot's solution](#)

206.

1423K

[Lonely Numbers](#) · [Tutorial](#)

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

[cdkrot's solution](#)

207.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[cdkrot's solution](#)

208.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[cdkrot's solution](#)

209.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[cdkrot's solution](#)

210.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: greedy

[cdkrot's solution](#)

211.

1056B

[Divide Candies](#) · [Tutorial](#)

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

[cdkrot's solution](#)

212.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[cdkrot's solution](#)

213.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[cdkrot's solution](#)

214.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[cdkrot's solution](#)

215.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cdkrot's solution](#)

216.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[cdkrot's solution](#)

217.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · Python 3 (first AC) · Tags: bitmasks, dp, greedy
[cdkrot's solution](#)

218.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[cdkrot's solution](#)

219.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[cdkrot's solution](#)

220.

793B

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

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

221.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[cdkrot's solution](#)

222.

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing
[cdkrot's solution](#)

223.

689B

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

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
[cdkrot's solution](#)

224.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special
[cdkrot's solution](#)

225.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special
[cdkrot's solution](#)

226.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,821 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[cdkrot's solution](#)

227.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · Python 3 (first AC) · Tags: implementation

[cdkrot's solution](#)

228.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-13 · Python 3 (first AC) · Tags: implementation, math, number theory

[cdkrot's solution](#)

229.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: combinatorics, math

[cdkrot's solution](#)

230.

643B

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

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

[cdkrot's solution](#)

231.

639B

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

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

[cdkrot's solution](#)

232.

637D

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

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

[cdkrot's solution](#)

233.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[cdkrot's solution](#)

234.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs

[cdkrot's solution](#)

235.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[cdkrot's solution](#)

236.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[cdkrot's solution](#)

237.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[cdkrot's solution](#)

238.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · Python 3 (first AC) · Tags: math

[cdkrot's solution](#)

239.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[cdkrot's solution](#)

240.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[cdkrot's solution](#)

241.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · GNU C++0x (first AC) · Tags: implementation

[cdkrot's solution](#)

242.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[cdkrot's solution](#)

243.

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

[cdkrot's solution](#)

244.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[cdkrot's solution](#)

245.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cdkrot's solution](#)

246.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[cdkrot's solution](#)

247.

1168A

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, greedy

[cdkrot's solution](#)

248.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number

theory

[cdkrot's solution](#)

249.

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

[cdkrot's solution](#)

250.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cdkrot's solution](#)

251.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cdkrot's solution](#)

252.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[cdkrot's solution](#)

253.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · Python 3 (first AC) · Tags: binary search, math

[cdkrot's solution](#)

254.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[cdkrot's solution](#)

255.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[cdkrot's solution](#)

256.

765D

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

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

[cdkrot's solution](#)

257.

739A

[Alyona and mex](#) · [Tutorial](#)

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

[cdkrot's solution](#)

258.

690B1

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

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

259.

689C

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

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[cdkrot's solution](#)

260.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: math, number theory
[cdkrot's solution](#)

261.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: geometry, math
[cdkrot's solution](#)

262.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: combinatorics, math
[cdkrot's solution](#)

263.

644B

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

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

264.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation
[cdkrot's solution](#)

265.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[cdkrot's solution](#)

266.

586D

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

Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[cdkrot's solution](#)

267.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[cdkrot's solution](#)

268.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[cdkrot's solution](#)

269.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[cdkrot's solution](#)

270.

1769D1

[A, 3D UOI CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp

[cdkrot's solution](#)

271.

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[cdkrot's solution](#)

272.

1338B

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

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

[cdkrot's solution](#)

273.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cdkrot's solution](#)

274.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[cdkrot's solution](#)

275.

1299B

[Aerodynamic](#) · [Tutorial](#)

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

[cdkrot's solution](#)

276.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[cdkrot's solution](#)

277.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cdkrot's solution](#)

278.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[cdkrot's solution](#)

279.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[cdkrot's solution](#)

280.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[cdkrot's solution](#)

281.

986B

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

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

[cdkrot's solution](#)

282.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[cdkrot's solution](#)

283.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[cdkrot's solution](#)

284.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cdkrot's solution](#)

285.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cdkrot's solution](#)

286.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cdkrot's solution](#)

287.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[cdkrot's solution](#)

288.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[cdkrot's solution](#)

289.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[cdkrot's solution](#)

290.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[cdkrot's solution](#)

291.

690E1

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

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: —

[cdkrot's solution](#)

292.

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[cdkrot's solution](#)

293.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[cdkrot's solution](#)

294.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: geometry, math

[cdkrot's solution](#)

295.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[cdkrot's solution](#)

296.

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[cdkrot's solution](#)

297.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[cdkrot's solution](#)

298.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[cdkrot's solution](#)

299.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[cdkrot's solution](#)

300.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[cdkrot's solution](#)

301.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[cdkrot's solution](#)

302.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[cdkrot's solution](#)

303.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[cdkrot's solution](#)

304.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[cdkrot's solution](#)

305.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[cdkrot's solution](#)

306.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[cdkrot's solution](#)

307.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[cdkrot's solution](#)

308.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[cdkrot's solution](#)

309.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: brute force, two pointers

[cdkrot's solution](#)

310.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[cdkrot's solution](#)

311.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[cdkrot's solution](#)

312.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[cdkrot's solution](#)

313.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[cdkrot's solution](#)

314.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cdkrot's solution](#)

315.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: *special, graphs, implementation

[cdkrot's solution](#)

316.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[cdkrot's solution](#)

317.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[cdkrot's solution](#)

318.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cdkrot's solution](#)

319.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities

[cdkrot's solution](#)

320.

717E

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

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[cdkrot's solution](#)

321.

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[cdkrot's solution](#)

322.

744B

[Hongcow's Game](#) · [Tutorial](#)

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

323.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cdkrot's solution](#)

324.

739B

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

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

325.

724D

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

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608D

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679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation
[cdkrot's solution](#)

431.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities
[cdkrot's solution](#)

432.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs
[cdkrot's solution](#)

433.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[cdkrot's solution](#)

434.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[cdkrot's solution](#)

435.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft
[cdkrot's solution](#)

436.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: math
[cdkrot's solution](#)

437.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: data structures
[cdkrot's solution](#)

438.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation,

strings

[cdkrot's solution](#)

439.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[cdkrot's solution](#)

440.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[cdkrot's solution](#)

441.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cdkrot's solution](#)

442.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[cdkrot's solution](#)

443.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[cdkrot's solution](#)

444.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[cdkrot's solution](#)

445.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[cdkrot's solution](#)

446.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[cdkrot's solution](#)

447.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[cdkrot's solution](#)

448.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[cdkrot's solution](#)

449.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cdkrot's solution](#)

450.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · last AC: 2019-08-25 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[cdkrot's solution](#)

451.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[cdkrot's solution](#)

452.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[cdkrot's solution](#)

453.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[cdkrot's solution](#)

454.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[cdkrot's solution](#)

455.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[cdkrot's solution](#)

456.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[cdkrot's solution](#)

457.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[cdkrot's solution](#)

458.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cdkrot's solution](#)

459.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[cdkrot's solution](#)

460.

690F2

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

Quality: 93 global accepts · Rating: 2700 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, trees
[cdkrot's solution](#)

461.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, greedy
[cdkrot's solution](#)

462.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[cdkrot's solution](#)

463.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[cdkrot's solution](#)

464.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[cdkrot's solution](#)

465.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: dp, strings, trees
[cdkrot's solution](#)

466.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[cdkrot's solution](#)

467.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees
[cdkrot's solution](#)

468.

1218H

[Function Composition](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[cdkrot's solution](#)

469.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[cdkrot's solution](#)

470.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[cdkrot's solution](#)

471.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[cdkrot's solution](#)

472.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[cdkrot's solution](#)

473.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[cdkrot's solution](#)

474.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cdkrot's solution](#)

475.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[cdkrot's solution](#)

476.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: dp, interactive

[cdkrot's solution](#)

477.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[cdkrot's solution](#)

478.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cdkrot's solution](#)

479.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures

[cdkrot's solution](#)

480.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[cdkrot's solution](#)

481.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[cdkrot's solution](#)

482.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: data structures, trees

[cdkrot's solution](#)

483.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: data structures

[cdkrot's solution](#)

484.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

485.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdkrot's solution](#)

486.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

487.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

488.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

489.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

490.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

491.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

492.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

493.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

494.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

495.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

496.

103202F

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

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

497.

1531E3

[B 7D B C, @ C ä 2 C ¢ 0 D ; C, , O C Ô 8 C T <](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[cdkrot's solution](#)

498.

1531E2

[B 7D B C, @ C ä 2 C ¢ 0 D ; C, , O C Ô 8 C T <](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[cdkrot's solution](#)

499.

1531E1

[B 7D B C, @ C ä 2 C ¢ 0 D ; C, , O C Ô 8 C T <](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special

[cdkrot's solution](#)

500.

1531C

[B 8 C Ä ¢ C T B D 8 D t = D ' 9 C < D D 8 D \\$ 5 C B D](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[cdkrot's solution](#)

501.

1531B1

[A Ä ¢ C Ô 8 D \\$ > D 8 C Ô 3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[cdkrot's solution](#)

502.

1531B2

[A Ä ¢ C Ô 8 D \\$ > D 8 C Ô 3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[cdkrot's solution](#)

503.

1531A

[At8C030T@4color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[cdkrot's solution](#)

504.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

505.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

506.

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

507.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

508.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

509.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

510.

102832J

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

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

511.

102832D

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

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

512.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

513.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

514.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

515.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

516.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

517.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

518.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

519.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

520.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

521.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

522.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

523.

101398H

[Hip To Be Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

524.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

525.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

526.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

527.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

528.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

529.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

530.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

531.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

532.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

533.

101472F

[Maximal Number of Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

534.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

535.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

536.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

537.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

538.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

539.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

540.

101472H

[Softville](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · Python 3 (first AC) · Tags: —
[cdkrot's solution](#)

541.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

542.

101487J

[Justice for All](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

543.

101487H

[Hanging Hats](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

544.

101487A

[Ardenia](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

545.

101487C

[Casting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

546.

101487F

[Fields and Farmers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

547.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

548.

101487I

[Insults](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

549.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

550.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

551.

101481H

[Unchanged Picture](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

552.

101481B

[Boring Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cdkrot's solution](#)

553.

101481G

[Racing Car Trail](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

554.

101481A

[Vigenere Cipher Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

555.

101481F

[Strange Regulations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

556.

101481C

[Stack Machine Executor](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

557.

101481E

[Stack Machine Programmer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

558.

101481I

[Unique Encryption Keys](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

559.

101481D

[The Grille](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

560.

101481J

[Vigenere Cipher Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

561.

102191K

[Cactus Portal](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

562.

102191F

[Sum then Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

563.

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

564.

102191I

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

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

565.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

566.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

567.

102191C

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

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568.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

569.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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570.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

571.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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572.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

573.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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574.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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575.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

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576.

101620J

[Justified Jungle](#) · [Tutorial](#)

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577.

101620G

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578.

100431E

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Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

579.

100431A

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580.

100431C

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581.

100431H

[Sea Port](#) · [Tutorial](#)

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[cdkrot's solution](#)

582.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · Python 3 (first AC) · Tags: —
[cdkrot's solution](#)

583.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

584.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

585.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

586.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

587.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

588.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

589.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

590.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

591.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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592.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

593.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

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[cdkrot's solution](#)

594.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

595.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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596.

100837F

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

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[cdkrot's solution](#)

597.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
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598.

100837E

[Optimal Rest](#) · [Tutorial](#)

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[cdkrot's solution](#)

599.

100837D

[Rotation Estimation](#) · [Tutorial](#)

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[cdkrot's solution](#)

600.

100837B

[Headstrong Student](#) · [Tutorial](#)

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[cdkrot's solution](#)

601.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

602.

100837A

[Everlasting...? · Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

603.

100512C

[Comparator Networks · Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

604.

100512A

[Abstract Dances · Tutorial](#)

Rating: — · first AC: 2020-04-13 · Python 3 (first AC) · Tags: —

[cdkrot's solution](#)

605.

100512F

[Funny Game · Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

606.

100512B

[Betting Fast · Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

607.

100512G

[Grand Tour · Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

608.

100512J

[Journey Planner · Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdkrot's solution](#)

609.

100512D

[Dynamic LCA · Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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610.

102536G

[Generic Spy Movies · Tutorial](#)

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[cdkrot's solution](#)

611.

102536J

[A Cold Macchiato · Tutorial](#)

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[cdkrot's solution](#)

612.

102536M

[Thin Ice · Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

613.

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

614.

102536B

[C.U.P.S.](#) · [Tutorial](#)

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615.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

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616.

102536L

[Break the Pattern!](#) · [Tutorial](#)

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[cdkrot's solution](#)

617.

102536C

[Senpai](#) · [Tutorial](#)

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618.

102536K

[I Brook the Code!](#) · [Tutorial](#)

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619.

102536A

[The Slowden Files](#) · [Tutorial](#)

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620.

102536D

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621.

100032B

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622.

100032I

[Triangoole](#) · [Tutorial](#)

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623.

100032E

[Awticulation disowdews](#) · [Tutorial](#)

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624.

100032F

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625.

100032K

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626.

100032J

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627.

100032D

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628.

100032H

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[cdkrot's solution](#)

629.

100032C

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630.

100032A

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Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
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631.

100032L

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[cdkrot's solution](#)

632.

102394L

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Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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633.

102394B

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Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

634.

102394E

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635.

102394A

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636.

102394I

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637.

102394F

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[cdkrot's solution](#)

638.

102394J

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[cdkrot's solution](#)

639.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

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[cdkrot's solution](#)

640.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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641.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

642.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

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[cdkrot's solution](#)

643.

102220H

[Skyscraper](#) · [Tutorial](#)

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644.

102220E

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

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645.

102220B

[Balanced Diet](#) · [Tutorial](#)

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[cdkrot's solution](#)

646.

102220G

[Radar Scanner](#) · [Tutorial](#)

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[cdkrot's solution](#)

647.

102220C

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[cdkrot's solution](#)

648.

102220J

[Time Limit](#) · [Tutorial](#)

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[cdkrot's solution](#)

649.

102465C

[Crosswords](#) · [Tutorial](#)

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[cdkrot's solution](#)

650.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

651.

102465H

[Travel Guide](#) · [Tutorial](#)

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[cdkrot's solution](#)

652.

102465I

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[cdkrot's solution](#)

653.

102465D

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[cdkrot's solution](#)

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102465F

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655.

102465E

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656.

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657.

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658.

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659.

102500B

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660.

102500K

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661.

102500D

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662.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

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663.

102500A

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664.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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665.

102500H

[Height Profile](#) · [Tutorial](#)

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666.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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667.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

668.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

669.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

670.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

671.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

672.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

673.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

674.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

675.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

676.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

677.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

678.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

679.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

680.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

681.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

682.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

683.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

684.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

685.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

686.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

687.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

688.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

689.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

690.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

691.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

692.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

693.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

694.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

695.

102460G

[Optimal Selection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

696.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

697.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

698.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

699.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

700.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

701.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

702.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

703.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

704.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

705.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

706.

101657J

[Stupendous Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

707.

101657C

[A Classic Myth: Flatland Superhero](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

708.

101657B

[Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

709.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

710.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

711.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · Python 3 (first AC) · Tags: —

[cdkrot's solution](#)

712.

101657E

[LatticeLand](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

713.

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

714.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

715.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

716.

1275F

[B„0D4C„@Cä2C =C„5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special, binary search, interactive

[cdkrot's solution](#)

717.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

718.

1275E1

[A↵CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

719.

1275E2

[A↵CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

720.

1275E3

[A↵CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

721.

1275C

[#define At0CD0D0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

722.

1275A

[B IDKDSKC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

723.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: *special

[cdkrot's solution](#)

724.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

725.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

726.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

727.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

728.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

729.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

730.

102192J

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

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

731.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

732.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

733.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

734.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

735.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

736.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

737.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

738.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

739.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

740.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

741.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

742.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

743.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

744.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

745.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

746.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

747.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

748.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

749.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

750.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

751.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

752.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

753.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

754.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

755.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

756.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

757.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

758.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

759.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

760.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

761.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

762.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

763.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

764.

101669L

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

765.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

766.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

767.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

768.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

769.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

770.

101669F

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

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

771.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

772.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

773.

102040B

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

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

774.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

775.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

776.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

777.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cdkrot's solution](#)

778.

102040F

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

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

779.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

780.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

781.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cdkrot's solution](#)

782.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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783.

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784.

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786.

100520B

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787.

102253J

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788.

102253G

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789.

102253I

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790.

102253L

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791.

102253H

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792.

102253C

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793.

102253F

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794.

102253B

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795.

102253K

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796.

102253A

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797.

101246A

[Bencoding](#) · [Tutorial](#)

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798.

101246K

[Running Hero](#) · [Tutorial](#)

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[cdkrot's solution](#)

799.

101246I

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Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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800.

101246L

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801.

101246G

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802.

101246H

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803.

101246D

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804.

101246F

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805.

101246C

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806.

101246J

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807.

101246E

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808.

101246B

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809.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

810.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

811.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

812.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

813.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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814.

102055B

[Balance of the Force](#) · [Tutorial](#)

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815.

102055I

[Cockroaches](#) · [Tutorial](#)

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816.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

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817.

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818.

102055A

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819.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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820.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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821.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

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822.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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823.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

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824.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

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825.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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826.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

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[cdkrot's solution](#)

827.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[cdkrot's solution](#)

828.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

829.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

830.

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

831.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

832.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

833.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

834.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

835.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

836.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

837.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

838.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

839.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

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840.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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841.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

842.

101480L

[Looping Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

843.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

844.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

845.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

846.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

847.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

848.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

849.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

850.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

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

[cdkrot's solution](#)

851.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

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

[cdkrot's solution](#)

852.

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

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

[cdkrot's solution](#)

853.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

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

[cdkrot's solution](#)

854.

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

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

[cdkrot's solution](#)

855.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

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

[cdkrot's solution](#)

856.

102012K

[Rikka with Ants](#) · [Tutorial](#)

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[cdkrot's solution](#)

857.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

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

[cdkrot's solution](#)

858.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

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

[cdkrot's solution](#)

859.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

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860.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

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

[cdkrot's solution](#)

861.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

862.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

863.

101981C

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

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

864.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

865.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

866.

101981D

[Country Meow](#) · [Tutorial](#)

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867.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

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868.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

869.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

870.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

871.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

872.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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[cdkrot's solution](#)

873.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

874.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

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[cdkrot's solution](#)

875.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —
[cdkrot's solution](#)

876.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

877.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

878.

102028D

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[cdkrot's solution](#)

879.

102028I

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Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

880.

102028A

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Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

881.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · Python 3 (first AC) · Tags: —

[cdkrot's solution](#)

882.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

883.

100453E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

884.

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

885.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

886.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

887.

101773D

[Unsmooth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

888.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

889.

101773C

[Stripe Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

890.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

891.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

892.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

893.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

894.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

895.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

896.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

897.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

898.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

899.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

900.

100085B

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Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

901.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

902.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

903.

101609I

[A to D](#) · [C](#)

Rating: — · first AC: 2017-11-06 · last AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

904.

100107G

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905.

100107D

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Rating: — · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

906.

100107J

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Rating: — · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

907.

100107K

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908.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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909.

100107I

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910.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

911.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

912.

101336D

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[cdkrot's solution](#)

913.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

914.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

915.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

916.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

917.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

918.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

919.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

920.

100296A

[Aä;ÜÜö, 4C\\$>C,,GCÔKCR ?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BC€](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

921.

1001575

[A,3D00LCÔKCR :D41C,,:C€](#)

Rating: — · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

922.

1001562

[A4D1aCDO](#)

Rating: — · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

923.

1001561

[A#0D'BC,,=C0](#)

Rating: — · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

924.

100003J

[B 00A+C](#)

Rating: — · first AC: 2015-12-07 · PyPy 3 (first AC) · Tags: —

[cdkrot's solution](#)

925.

100003F

[A,,L\\$5D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

926.

100132H

[B BD 00Ô=D´9 C4>D >C@](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

927.

100132I

[AD;0r#CÔKC' ?C,,BCä=](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

928.

100132E

[A 70dGT<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

929.

100132K

[A\\$0CÄ?C,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

930.

100132A

[B 50a;@ <CÔKC' IC,,B](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

931.

100132B

[B 10CäB,,GCTAC#0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

932.

100132D

[A5D>Cö>D 0CD:C€](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

933.

100132G

[B\\$CöaD" :CäBCä2](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

934.

100549B

[A5Cö>D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

935.

100549D

[A,3D0!](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

936.

100044K

[A5D>C`5C\\$AC=0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

937.

100044F

[AÄ0040Ct8Cö](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

938.

100044H

[B7Crial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

939.

100044D

[A5D>B,C,,=C,,FC](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

940.

100044G

[A7CöaD](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

941.

100044A

[AÖ00,1Cä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

942.

100549I

[B5D5Cö0DT8 C" ?D CCDC](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

943.

100549E

[A480&D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< Cä>CÔ5](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

944.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

945.

100296C

[A4=0&D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

946.

100296H

[AtUD”8D”5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

947.

100296G

[Aã@C!7D°](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

948.

100296B

[A5D&CB 'CP](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

949.

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

950.

100801H

[Hash Code Hacker · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

951.

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

952.

100801B

[Black and White · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

953.

100801E

[Easy Arithmetic · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

954.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

955.

100799J

[A120710DK CÔ Cô>C4>CÔ0DP](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

956.

100799G

[B5C3D](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

957.

100799F

[AÄB0'KC' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

958.

100799D

[AD>DrBC 2C=0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

959.

100799I

[B D CöAC =](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

960.

100529F

[AÖTAB18 AÖ A](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

961.

100529J

[A7001>C @C 7Cä2C =C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

962.

100529H

[B-5048D BD 0Dd8Dò =C >C'8CÄ?C,,0CDC](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

963.

100529D

[ADNCÖK](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

964.

100529G

[AÄ5DjçC,,=](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

965.

100529E

[A, B, C, D](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

966.

100529B

[B, C, D, A](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

967.

100529A

[A, B, C, D](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[cdkrot's solution](#)

968.

100183A

[A, B, C, D](#)

Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: —

[cdkrot's solution](#)