

Unique solved — chemthan

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9.

1863A

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10.

1798A

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11.

1786A1

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4A

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1764A

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26.

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29.

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74.

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87.

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88.

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90.

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1304A

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99.

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100.

1146A

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1096A

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Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[chemthan's solution](#)

107.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

108.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[chemthan's solution](#)

109.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

110.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chemthan's solution](#)

111.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

112.

1009A

[Game Shopping](#) · [Tutorial](#)

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

[chemthan's solution](#)

113.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

114.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

115.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

116.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[chemthan's solution](#)

117.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

118.

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

119.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

120.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[chemthan's solution](#)

121.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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

[chemthan's solution](#)

122.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

123.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[chemthan's solution](#)

124.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[chemthan's solution](#)

125.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

126.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

127.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

128.

855A

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Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[chemthan's solution](#)

129.

859A

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Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[chemthan's solution](#)

130.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

131.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[chemthan's solution](#)

132.

832A

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Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[chemthan's solution](#)

133.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chemthan's solution](#)

134.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

135.

802G1

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

Quality: 8,143 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation, strings

[chemthan's solution](#)

136.

811A

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

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

[chemthan's solution](#)

137.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

138.

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2017-04-24 · Python 3 (first AC) · Tags: implementation

[chemthan's solution](#)

139.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

140.

782A

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

Rating: 800 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

141.

785A

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

Quality: 110,957 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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142.

764A

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Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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143.

760A

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Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-27 · Java 8 (first AC) · Tags: implementation, math
[chemthan's solution](#)

144.

758A

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Quality: 75,306 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[chemthan's solution](#)

145.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
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146.

431A

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Quality: 65,949 global accepts · Rating: 800 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

147.

750A

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148.

752A

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Rating: 800 · first AC: 2016-12-25 · Java 8 (first AC) · Tags: constructive algorithms, math
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149.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-22 · Java 8 (first AC) · Tags: brute force, math
[chemthan's solution](#)

150.

749A

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Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[chemthan's solution](#)

151.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[chemthan's solution](#)

152.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[chemthan's solution](#)

153.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[chemthan's solution](#)

154.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[chemthan's solution](#)

155.

732A

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Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[chemthan's solution](#)

156.

731A

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Quality: 53,209 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[chemthan's solution](#)

157.

723A

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Quality: 100,717 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[chemthan's solution](#)

158.

721A

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Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation
[chemthan's solution](#)

159.

716A

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Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

160.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[chemthan's solution](#)

161.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-08-30 · GNU C++ (first AC) · Tags: greedy, implementation

[chemthan's solution](#)

162.

705A

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[chemthan's solution](#)

163.

711A

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[chemthan's solution](#)

164.

710A

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[chemthan's solution](#)

165.

707A

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Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

166.

703A

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Quality: 66,590 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

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167.

702A

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168.

688A

[Opponents](#) · [Tutorial](#)

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[chemthan's solution](#)

169.

686A

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Quality: 43,417 global accepts · Rating: 800 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[chemthan's solution](#)

170.

681A

[A Good Contest](#) · [Tutorial](#)

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[chemthan's solution](#)

171.

678A

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Quality: 15,167 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: implementation, math

[chemthan's solution](#)

172.

680A

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[chemthan's solution](#)

173.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,607 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

174.

676A

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

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[chemthan's solution](#)

175.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

176.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 800 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

177.

669A

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

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[chemthan's solution](#)

178.

664A

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Quality: 21,669 global accepts · Rating: 800 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: math, number theory

[chemthan's solution](#)

179.

440A

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180.

658A

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

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[chemthan's solution](#)

181.

629A

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Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[chemthan's solution](#)

182.

630A

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

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[chemthan's solution](#)

183.

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2016-02-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[chemthan's solution](#)

184.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-08 · PyPy 3 (first AC) · Tags: math

[chemthan's solution](#)

185.

618A

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[chemthan's solution](#)

186.

617A

[Elephant](#) · [Tutorial](#)

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[chemthan's solution](#)

187.

513A

[Game](#) · [Tutorial](#)

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[chemthan's solution](#)

188.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation, math

[chemthan's solution](#)

189.

447A

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[chemthan's solution](#)

190.

448A

[Rewards](#) · [Tutorial](#)

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[chemthan's solution](#)

191.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

192.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2015-12-28 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[chemthan's solution](#)

193.

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2015-12-16 · Java 7 (first AC) · Tags: implementation

[chemthan's solution](#)

194.

472A

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

Quality: 70,774 global accepts · Rating: 800 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: math, number theory

[chemthan's solution](#)

195.

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

196.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[chemthan's solution](#)

197.

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: greedy, implementation

[chemthan's solution](#)

198.

467A

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

Quality: 155,943 global accepts · Rating: 800 · first AC: 2015-10-24 · GNU C++ (first AC) · Tags: implementation

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199.

486A

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

Quality: 154,150 global accepts · Rating: 800 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: implementation, math

[chemthan's solution](#)

200.

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[chemthan's solution](#)

201.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

202.

231A

[Team](#) · [Tutorial](#)

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[chemthan's solution](#)

203.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: greedy, math

[chemthan's solution](#)

204.

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: strings

[chemthan's solution](#)

205.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: *special, implementation

[chemthan's solution](#)

206.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[chemthan's solution](#)

207.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

208.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

209.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,920 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

210.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[chemthan's solution](#)

211.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2015-06-05 · MS C++ (first AC) · Tags: implementation, strings

[chemthan's solution](#)

212.

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2015-05-22 · last AC: 2015-06-03 · MS C++ (first AC) · Tags: brute force, implementation, math

[chemthan's solution](#)

213.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-05-24 · MS C++ (first AC) · Tags: implementation

[chemthan's solution](#)

214.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

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215.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[chemthan's solution](#)

216.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

217.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[chemthan's solution](#)

218.

1737A

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219.

1733B

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220.

1726A

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221.

1699B

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222.

1696B

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223.

1679A

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224.

1697B

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225.

1689B

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226.

1666D

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227.

1617B

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228.

1591B

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Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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229.

1609A

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230.

1610A

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231.

1588A

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232.

1559B

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233.

1559A

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Quality: 45,588 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
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234.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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235.

1468N

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Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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236.

1451B

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237.

1436B

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238.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
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239.

1373B

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240.

1326B

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241.

1279A

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Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[chemthan's solution](#)

242.

1175A

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Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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243.

1166A

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244.

1110A

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245.

1106C

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246.

1093B

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247.

1089L

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248.

1055A

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249.

1004A

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[chemthan's solution](#)

250.

991B

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[chemthan's solution](#)

251.

999B

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252.

935B

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253.

914A

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254.

916A

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255.

913A

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256.

893A

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257.

868A

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258.

863A

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259.

847G

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260.

839A

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261.

814A

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262.

810A

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263.

807A

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264.

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265.

793A

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266.

801B

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267.

776A

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268.

768A

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269.

765A

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270.

764B

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271.

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272.

747B

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273.

746B

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274.

738A

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275.

709A

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276.

706A

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277.

697A

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278.

670A

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279.

415A

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280.

424A

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281.

653A

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282.

631A

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283.

622B

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284.

621A

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616A

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451A

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287.

460A

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288.

96A

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289.

611A

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290.

598A

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291.

465A

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292.

591A

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293.

588A

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294.

586A

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295.

580A

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296.

474A

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297.

572A

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298.

567A

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299.

496A

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300.

501A

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301.

554A

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302.

556A

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303.

549A

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304.

519A

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[chemthan's solution](#)

305.

545A

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306.

1798B

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Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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307.

1785A

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Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[chemthan's solution](#)

308.

1770B

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Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

309.

1770A

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310.

1766B

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Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[chemthan's solution](#)

311.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[chemthan's solution](#)

312.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[chemthan's solution](#)

313.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[chemthan's solution](#)

314.

1704B

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Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[chemthan's solution](#)

315.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,314 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
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316.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[chemthan's solution](#)

317.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[chemthan's solution](#)

318.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[chemthan's solution](#)

319.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[chemthan's solution](#)

320.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,940 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[chemthan's solution](#)

321.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[chemthan's solution](#)

322.

1450B

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Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
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323.

1419D1

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

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324.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[chemthan's solution](#)

325.

1333A

[Little Artem](#) · [Tutorial](#)

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

[chemthan's solution](#)

326.

1326A

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

[chemthan's solution](#)

327.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[chemthan's solution](#)

328.

1278A

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Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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329.

1253A

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330.

1245A

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331.

1252A

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332.

1181A

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Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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333.

1182A

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Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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334.

1174A

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335.

1155A

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336.

1151A

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337.

1139B

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Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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338.

1136B

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339.

1090M

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340.

1054B

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341.

1033A

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342.

1059A

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343.

991A

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344.

979A

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[chemthan's solution](#)

345.

958B1

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

346.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[chemthan's solution](#)

347.

888B

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Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chemthan's solution](#)

348.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

349.

864B

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Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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350.

864A

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Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[chemthan's solution](#)

351.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[chemthan's solution](#)

352.

847M

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Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[chemthan's solution](#)

353.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
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354.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-17 · Python 3 (first AC) · Tags: constructive algorithms
[chemthan's solution](#)

355.

805A

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[chemthan's solution](#)

356.

804A

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[chemthan's solution](#)

357.

798A

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Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

strings

[chemthan's solution](#)

358.

779A

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Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

359.

777A

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[chemthan's solution](#)

360.

766B

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[chemthan's solution](#)

361.

766A

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[chemthan's solution](#)

362.

761A

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363.

757A

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364.

753A

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365.

336A

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[chemthan's solution](#)

366.

742A

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[chemthan's solution](#)

367.

725A

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368.

733A

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[chemthan's solution](#)

369.

727A

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370.

732B

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371.

724A

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372.

699A

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373.

691A

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374.

688B

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375.

680B

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376.

672B

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377.

670B

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Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation
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378.

641A

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379.

435A

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[chemthan's solution](#)

380.

660B

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381.

652B

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[chemthan's solution](#)

382.

659A

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383.

644A

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[chemthan's solution](#)

384.

441A

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385.

628A

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Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: implementation, math
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386.

626A

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Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, implementation
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387.

622A

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Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation, math
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388.

620B

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Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation
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389.

447B

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[chemthan's solution](#)

390.

616B

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391.

450A

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392.

610A

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393.

608A

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[chemthan's solution](#)

394.

462A

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395.

476A

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396.

604A

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[chemthan's solution](#)

397.

465B

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398.

584A

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399.

583A

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Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: implementation
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400.

118A

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401.

1A

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[chemthan's solution](#)

402.

579A

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403.

577A

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404.

479A

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405.

491A

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[chemthan's solution](#)

406.

560A

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407.

499B

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408.

499A

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409.

500A

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Quality: 62,696 global accepts · Rating: 1000 · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[chemthan's solution](#)

410.

507A

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Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

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411.

552A

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412.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-06-06 · MS C++ (first AC) · Tags: math

[chemthan's solution](#)

413.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-05-25 · MS C++ (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

414.

1997C

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Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[chemthan's solution](#)

415.

1997B

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Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[chemthan's solution](#)

416.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[chemthan's solution](#)

417.

1994B

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Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[chemthan's solution](#)

418.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

419.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[chemthan's solution](#)

420.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[chemthan's solution](#)

421.

1827A

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Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[chemthan's solution](#)

422.

1731B

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Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[chemthan's solution](#)

423.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[chemthan's solution](#)

424.

1726B

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Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[chemthan's solution](#)

425.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
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426.

1700B

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Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math
[chemthan's solution](#)

427.

1685A

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428.

1616B

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Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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429.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[chemthan's solution](#)

430.

1610B

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Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[chemthan's solution](#)

431.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[chemthan's solution](#)

432.

1575A

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Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
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433.

1566D1

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Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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434.

1557B

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[chemthan's solution](#)

435.

1523B

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Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[chemthan's solution](#)

436.

1421B

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437.

1428C

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438.

1375A

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439.

1366A

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440.

1333B

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441.

1332A

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442.

1304B

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greedy, implementation, strings

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443.

1166B

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444.

1146B

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445.

1119A

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446.

1117A

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447.

1070K

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448.

1033B

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449.

987B

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450.

946B

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451.

919B

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452.

884B

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[chemthan's solution](#)

453.

877A

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454.

869B

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455.

869A

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456.

842B

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457.

845A

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458.

835B

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459.

825A

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460.

813A

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461.

799A

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462.

789A

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463.

801A

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464.

797A

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465.

792A

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466.

779B

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467.

785B

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468.

767A

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469.

765B

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470.

758B

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471.

755B

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472.

754B

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473.

735B

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474.

733B

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475.

731B

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476.

723B

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477.

721B

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478.

719A

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479.

714A

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480.

712B

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481.

705B

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482.

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483.

686B

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484.

682A

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485.

402A

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486.

675A

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487.

667A

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488.

667B

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489.

433A

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490.

651A

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491.

635A

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492.

633A

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493.

629B

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494.

630J

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495.

630D

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496.

630C

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497.

624B

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498.

618B

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471A

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500.

463B

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501.

609B

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502.

456A

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503.

602A

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504.

596A

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505.

596B

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506.

592B

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[chemthan's solution](#)

507.

467B

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508.

581B

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509.

475A

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510.

158B

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511.

478A

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512.

483A

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513.

570A

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514.

488A

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515.

495A

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516.

558A

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517.

501B

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518.

505A

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Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-07-10 · GNU C++ (first AC) · Tags: brute force, implementation, strings

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519.

508A

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520.

534A

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521.

557A

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522.

556B

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523.

519B

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524.

527A

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525.

525A

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526.

548A

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527.

535B

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528.

545B

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[chemthan's solution](#)

529.

544A

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530.

1990B

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531.

1982C

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532.

1982B

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533.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
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534.

1909B

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535.

1738B

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536.

1704C

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537.

1679B

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538.

1586B

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539.

1594C

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Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[chemthan's solution](#)

540.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

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541.

1578E

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542.

1559C

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543.

1553C

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544.

1530C

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545.

1510K

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546.

1497C1

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547.

1497B

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548.

1428B

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549.

1392C

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550.

1375B

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551.

1363A

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552.

1305B

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553.

1245B

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554.

1184A1

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555.

1185C1

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556.

1185B

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557.

1174B

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558.

1149A

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559.

1155B

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560.

1097B

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561.

1091B

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562.

1043B

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563.

999C

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564.

958C1

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565.

960A

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566.

959B

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567.

914B

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568.

913B

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569.

908B

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570.

899B

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571.

895A

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572.

875A

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[chemthan's solution](#)

573.

842A

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[chemthan's solution](#)

574.

817A

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[chemthan's solution](#)

575.

812A

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576.

802M1

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577.

811B

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794B

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[chemthan's solution](#)

579.

803B

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580.

787A

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581.

779C

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582.

776B

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[chemthan's solution](#)

583.

765C

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584.

431B

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585.

754A

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586.

743B

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587.

743A

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588.

749B

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589.

327B

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[chemthan's solution](#)

590.

327A

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591.

740B

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592.

342A

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593.

738B

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[chemthan's solution](#)

594.

725B

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595.

732C

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596.

722B

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Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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597.

714B

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[chemthan's solution](#)

598.

717C

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599.

701B

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600.

708A

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601.

682B

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Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: sortings
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602.

424B

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Quality: 8,467 global accepts · Rating: 1200 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings
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603.

433B

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604.

660A

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605.

659C

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Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: greedy, implementation
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606.

639A

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607.

655B

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608.

655A

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609.

651B

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632A

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612.

630R

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613.

630B

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614.

625B

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615.

445A

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616.

466A

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617.

463A

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618.

612B

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619.

454B

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620.

606A

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621.

456B

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622.

459A

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623.

461A

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624.

593A

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625.

592A

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626.

591B

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627.

583B

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628.

474B

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[chemthan's solution](#)

629.

574A

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Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: greedy, implementation

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630.

569B

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631.

489B

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632.

489A

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Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[chemthan's solution](#)

633.

482A

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634.

492B

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Quality: 90,194 global accepts · Rating: 1200 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[chemthan's solution](#)

635.

560B

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[chemthan's solution](#)

636.

554B

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[chemthan's solution](#)

637.

552B

[Vanya and Books](#) · [Tutorial](#)

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

638.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2015-06-13 · MS C++ (first AC) · Tags: greedy, implementation
[chemthan's solution](#)

639.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · last AC: 2015-06-03 · MS C++ (first AC) · Tags: brute force, greedy, implementation, sortings
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640.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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641.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[chemthan's solution](#)

642.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[chemthan's solution](#)

643.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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644.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[chemthan's solution](#)

645.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[chemthan's solution](#)

646.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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647.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[chemthan's solution](#)

648.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chemthan's solution](#)

649.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[chemthan's solution](#)

650.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[chemthan's solution](#)

651.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[chemthan's solution](#)

652.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 1300 · first AC: 2022-07-05 · Go (first AC) · Tags: brute force, math

[chemthan's solution](#)

653.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[chemthan's solution](#)

654.

1693A

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

Quality: 17,438 global accepts · Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[chemthan's solution](#)

655.

1667A

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

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

[chemthan's solution](#)

656.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[chemthan's solution](#)

657.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[chemthan's solution](#)

658.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[chemthan's solution](#)

659.

1601A

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

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[chemthan's solution](#)

660.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chemthan's solution](#)

661.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[chemthan's solution](#)

662.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[chemthan's solution](#)

663.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · Node.js (first AC) · Tags: greedy, math, strings

[chemthan's solution](#)

664.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[chemthan's solution](#)

665.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[chemthan's solution](#)

666.

1553B

[Reverse String](#) · [Tutorial](#)

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

[chemthan's solution](#)

667.

1470A

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Quality: 29,389 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[chemthan's solution](#)

668.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[chemthan's solution](#)

669.

1381A1

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

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[chemthan's solution](#)

670.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[chemthan's solution](#)

671.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[chemthan's solution](#)

672.

1326C

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

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

[chemthan's solution](#)

673.

1322A

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

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

[chemthan's solution](#)

674.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[chemthan's solution](#)

675.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[chemthan's solution](#)

676.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[chemthan's solution](#)

677.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[chemthan's solution](#)

678.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[chemthan's solution](#)

679.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[chemthan's solution](#)

680.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[chemthan's solution](#)

681.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[chemthan's solution](#)

682.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[chemthan's solution](#)

683.

1119B

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

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

[chemthan's solution](#)

684.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[chemthan's solution](#)

685.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

686.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

687.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[chemthan's solution](#)

688.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

689.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[chemthan's solution](#)

690.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

691.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chemthan's solution](#)

692.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[chemthan's solution](#)

693.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

694.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chemthan's solution](#)

695.

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[chemthan's solution](#)

696.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[chemthan's solution](#)

697.

932B

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

[chemthan's solution](#)

698.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[chemthan's solution](#)

699.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chemthan's solution](#)

700.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

701.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[chemthan's solution](#)

702.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[chemthan's solution](#)

703.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[chemthan's solution](#)

704.

889A

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

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

[chemthan's solution](#)

705.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

706.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2017-10-17 · last AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

707.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[chemthan's solution](#)

708.

862B

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

Quality: 25,651 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[chemthan's solution](#)

709.

840A

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

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

[chemthan's solution](#)

710.

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

[chemthan's solution](#)

711.

814B

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

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

712.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-21 · Python 3 (first AC) · Tags: greedy, sortings
[chemthan's solution](#)

713.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-17 · Python 3 (first AC) · Tags: brute force, implementation
[chemthan's solution](#)

714.

808B

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Quality: 14,876 global accepts · Rating: 1300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[chemthan's solution](#)

715.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-04-24 · last AC: 2017-04-24 · Python 3 (first AC) · Tags: greedy, implementation, math
[chemthan's solution](#)

716.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings
[chemthan's solution](#)

717.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

718.

792B

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Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

719.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[chemthan's solution](#)

720.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[chemthan's solution](#)

721.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[chemthan's solution](#)

722.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[chemthan's solution](#)

723.

755C

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

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

[chemthan's solution](#)

724.

750B

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

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

[chemthan's solution](#)

725.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-22 · Java 8 (first AC) · Tags: implementation

[chemthan's solution](#)

726.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

727.

730H

[Delete Them](#) · [Tutorial](#)

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

[chemthan's solution](#)

728.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

729.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[chemthan's solution](#)

730.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs

[chemthan's solution](#)

731.

681B

[Economy Game](#) · [Tutorial](#)

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

[chemthan's solution](#)

732.

670C

[Cinema](#) · [Tutorial](#)

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

733.

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: implementation
[chemthan's solution](#)

734.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: dfs and similar, trees
[chemthan's solution](#)

735.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: dp, greedy, strings
[chemthan's solution](#)

736.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[chemthan's solution](#)

737.

653B

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

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

738.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2016-03-04 · Python 3 (first AC) · Tags: implementation
[chemthan's solution](#)

739.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-03-01 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[chemthan's solution](#)

740.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory
[chemthan's solution](#)

741.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: greedy, strings
[chemthan's solution](#)

742.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: dp
[chemthan's solution](#)

743.

630N

[Forecast](#) · [Tutorial](#)

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

[chemthan's solution](#)

744.

630F

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

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

[chemthan's solution](#)

745.

626B

[Cards](#) · [Tutorial](#)

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

[chemthan's solution](#)

746.

625C

[K-special Tables](#) · [Tutorial](#)

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

[chemthan's solution](#)

747.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, implementation

[chemthan's solution](#)

748.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[chemthan's solution](#)

749.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

750.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: implementation, sortings

[chemthan's solution](#)

751.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: implementation, sortings

[chemthan's solution](#)

752.

450B

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

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2016-01-07 · Java 7 (first AC) · Tags: implementation, math

[chemthan's solution](#)

753.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[chemthan's solution](#)

754.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[chemthan's solution](#)

755.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · Java 7 (first AC) · Tags: constructive algorithms, implementation
[chemthan's solution](#)

756.

462B

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

Quality: 15,566 global accepts · Rating: 1300 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: greedy
[chemthan's solution](#)

757.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[chemthan's solution](#)

758.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

759.

600B

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

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers
[chemthan's solution](#)

760.

459B

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761.

598B

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762.

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763.

588B

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586B

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765.

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766.

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767.

579B

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771.

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519C

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780.

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1965A

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787.

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788.

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789.

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793.

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1692G

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795.

1696C

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1679C

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1691C

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1697C

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1320A

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823.

1184B1

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824.

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831.

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834.

940B

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835.

888C

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836.

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837.

866A

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838.

843A

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839.

802J1

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804B

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843.

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844.

797B

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845.

762B

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846.

762A

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847.

757B

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848.

752C

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Rating: 1400 · first AC: 2016-12-25 · Java 8 (first AC) · Tags: greedy, shortest paths
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849.

745B

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850.

388A

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851.

727C

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852.

719B

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853.

713A

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854.

699B

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855.

711B

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856.

710B

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857.

703B

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858.

698A

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859.

697B

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860.

689A

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861.

402B

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862.

679A

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863.

677B

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864.

675B

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865.

670D1

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866.

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868.

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665B

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874.

438A

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875.

632B

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876.

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877.

630H

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881.

614B

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882.

445B

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448B

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612C

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604B

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887.

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888.

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889.

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890.

485A

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892.

489C

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893.

480A

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492C

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896.

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898.

534B

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899.

514B

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900.

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901.

515C

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902.

520B

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903.

525B

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905.

546C

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906.

548B

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907.

538B

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908.

538A

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909.

544B

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910.

2115A

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1997D

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912.

1990C

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913.

1817A

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914.

1767D

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915.

1774B

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916.

1765K

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917.

1765N

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918.

1753A2

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919.

1737C

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920.

1738C

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921.

1710A

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922.

1621B

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923.

1616C

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924.

1575J

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1569C

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926.

1562C

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927.

1552B

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928.

1553D

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929.

1466D

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930.

1439A1

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931.

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1436C

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1408C

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1416A

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935.

1419C

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936.

1419D2

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937.

1404A

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938.

1391C

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939.

1368C

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940.

1368B

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941.

1366C

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942.

1340A

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943.

1338A

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944.

1332C

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945.

1326D1

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946.

1307C

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947.

1304C

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948.

1301B

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949.

1299A

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950.

1278B

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951.

1181B

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952.

1166C

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953.

1167D

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954.

1119C

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955.

1139C

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956.

1136C

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957.

1110C

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958.

1106B

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959.

1106D

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960.

1101C

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961.

1101E

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962.

1081C

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963.

1081B

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964.

1089G

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Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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965.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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966.

1070H

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967.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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968.

1054C

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Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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969.

991D

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Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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970.

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971.

958F1

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930A

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901A

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980.

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982.

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855B

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860A

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825D

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821C

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812C

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809A

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791B

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1003.

790A

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761C

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329A

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752B

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743C

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749C

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1010.

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742B

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354A

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701C

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709B

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687A

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403A

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677C

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676B

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676C

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674A

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1031.

670D2

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414A

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425A

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415B

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441C

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437B

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630K

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614A

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460B

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611C

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609C

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608B

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455A

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1048.

599B

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468A

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587A

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1051.

584B

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1052.

580C

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1053.

580B

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576A

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1055.

574B

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1056.

569A

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1057.

566F

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1058.

490B

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494A

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1061.

497A

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1062.

501C

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1063.

521A

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1064.

557B

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1065.

555A

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1066.

553A

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510B

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212E

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527C

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1070.

527B

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1071.

550A

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Quality: 43,647 global accepts · Rating: 1500 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[chemthan's solution](#)

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550C

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1073.

545C

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1074.

1994C

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1075.

1798D

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1076.

1779C

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1077.

1766D

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1078.

1774D

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Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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1079.

1753B

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1080.

1707A

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1081.

1698D

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1082.

1687A

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1083.

1689C

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1084.

1677A

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Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
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1085.

1665C

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Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
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1086.

1622C

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Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
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1087.

1615C

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1088.

1609D

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1089.

1610C

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1090.

1566D2

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1091.

1567C

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Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1092.

1555D

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Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[chemthan's solution](#)

1093.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[chemthan's solution](#)

1094.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[chemthan's solution](#)

1095.

1513C

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[chemthan's solution](#)

1096.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

1097.

1458A

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Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[chemthan's solution](#)

1098.

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

1099.

1423K

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Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[chemthan's solution](#)

1100.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[chemthan's solution](#)

1101.

1373D

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Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[chemthan's solution](#)

1102.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[chemthan's solution](#)

1103.

1349A

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Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[chemthan's solution](#)

1104.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[chemthan's solution](#)

1105.

1336A

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

[chemthan's solution](#)

1106.

333A

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Quality: 4,264 global accepts · Rating: 1600 · first AC: 2016-12-23 · last AC: 2020-03-14 · Java 8 (first AC) · Tags: greedy

[chemthan's solution](#)

1107.

1305C

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

[chemthan's solution](#)

1108.

1290A

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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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1109.

1252C

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Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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1110.

1184D1

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Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1111.

1184C1

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1112.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[chemthan's solution](#)

1113.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[chemthan's solution](#)**1114.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[chemthan's solution](#)**1115.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[chemthan's solution](#)**1116.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[chemthan's solution](#)**1117.**

1137A

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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[chemthan's solution](#)**1118.**

1109A

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Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[chemthan's solution](#)**1119.**

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[chemthan's solution](#)**1120.**

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[chemthan's solution](#)**1121.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[chemthan's solution](#)**1122.**

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[chemthan's solution](#)

1123.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[chemthan's solution](#)

1124.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chemthan's solution](#)

1125.

1045I

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Quality: 5,465 global accepts · Rating: 1600 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[chemthan's solution](#)

1126.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games
[chemthan's solution](#)

1127.

1059C

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Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[chemthan's solution](#)

1128.

1003D

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Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chemthan's solution](#)

1129.

979C

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Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[chemthan's solution](#)

1130.

958E1

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

1131.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[chemthan's solution](#)

1132.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[chemthan's solution](#)

1133.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chemthan's solution](#)

1134.

930B

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Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
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1135.

940D

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Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[chemthan's solution](#)

1136.

935C

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Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[chemthan's solution](#)

1137.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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1138.

922C

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Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
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1139.

916C

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1140.

913C

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1141.

906A

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Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1142.

888D

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1143.

878A

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Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
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1144.

877C

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Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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1145.

154B

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[chemthan's solution](#)

1146.

154A

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Quality: 4,327 global accepts · Rating: 1600 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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1147.

873C

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Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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1148.

847H

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Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy
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1149.

847B

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Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, data structures
[chemthan's solution](#)

1150.

860B

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Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
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1151.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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1152.

848A

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Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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1153.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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1154.

837B

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Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: brute force, implementation
[chemthan's solution](#)

1155.

835C

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Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[chemthan's solution](#)

1156.

832B

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Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1157.

825C

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Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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1158.

825B

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Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[chemthan's solution](#)

1159.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
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1160.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

1161.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
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1162.

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[chemthan's solution](#)

1163.

812B

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

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

1164.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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1165.

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
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1166.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[chemthan's solution](#)

1167.

782B

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

Rating: 1600 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[chemthan's solution](#)

1168.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · last AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[chemthan's solution](#)

1169.

781A

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

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

[chemthan's solution](#)

1170.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[chemthan's solution](#)

1171.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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1172.

763A

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

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

[chemthan's solution](#)

1173.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[chemthan's solution](#)

1174.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[chemthan's solution](#)

1175.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[chemthan's solution](#)

1176.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · last AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[chemthan's solution](#)

1177.

750C

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

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

1178.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[chemthan's solution](#)

1179.

741A

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Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[chemthan's solution](#)

1180.

741B

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1557C

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Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[chemthan's solution](#)

1287.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

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1288.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[chemthan's solution](#)

1289.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[chemthan's solution](#)

1290.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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1291.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

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1292.

1464A

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Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[chemthan's solution](#)

1293.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math
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1294.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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1295.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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1296.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
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1297.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[chemthan's solution](#)

1298.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[chemthan's solution](#)

1299.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[chemthan's solution](#)

1300.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
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1301.

1336B

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

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

1302.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
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1303.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[chemthan's solution](#)

1304.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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1305.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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1306.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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1307.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[chemthan's solution](#)

1308.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[chemthan's solution](#)

1309.

1279D

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Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
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1310.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
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1311.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
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1312.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[chemthan's solution](#)

1313.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[chemthan's solution](#)

1314.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[chemthan's solution](#)

1315.

1146C

[Tree Diameter](#) · [Tutorial](#)

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

[chemthan's solution](#)

1316.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[chemthan's solution](#)

1317.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[chemthan's solution](#)

1318.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[chemthan's solution](#)

1319.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chemthan's solution](#)

1320.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[chemthan's solution](#)

1321.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[chemthan's solution](#)

1322.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

1323.

1056C

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Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[chemthan's solution](#)

1324.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[chemthan's solution](#)

1325.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[chemthan's solution](#)

1326.

1009C

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Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[chemthan's solution](#)

1327.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[chemthan's solution](#)

1328.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · last AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chemthan's solution](#)

1329.

960C

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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

[chemthan's solution](#)

1330.

956C

[Riverside Curio](#) · [Tutorial](#)

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

[chemthan's solution](#)

1331.

947A

[Primal Sport](#) · [Tutorial](#)

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

[chemthan's solution](#)

1332.

949B

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

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

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1333.

936A

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Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[chemthan's solution](#)

1334.

917B

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Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
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1335.

919D

[Substring](#) · [Tutorial](#)

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1336.

896A

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Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
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1337.

895B

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Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers
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1338.

852G

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[chemthan's solution](#)

1339.

833A

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Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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1340.

827A

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Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings
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1341.

818D

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Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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1342.

815A

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Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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1343.

813C

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Quality: 8,143 global accepts · Rating: 1700 · first AC: 2017-06-05 · last AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[chemthan's solution](#)

1344.

297A

[Parity Game](#) · [Tutorial](#)

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[chemthan's solution](#)

1345.

806A

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

[chemthan's solution](#)

1346.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[chemthan's solution](#)

1347.

789B

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-04-18 · Python 3 (first AC) · Tags: brute force, implementation, math

[chemthan's solution](#)

1348.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

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1349.

778A

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Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[chemthan's solution](#)

1350.

765D

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

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

[chemthan's solution](#)

1351.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[chemthan's solution](#)

1352.

303B

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1353.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

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[chemthan's solution](#)

1354.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[chemthan's solution](#)

1355.

758C

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Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math
[chemthan's solution](#)

1356.

747E

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Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-22 · Java 8 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings
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1357.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[chemthan's solution](#)

1358.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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1359.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[chemthan's solution](#)

1360.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[chemthan's solution](#)

1361.

734D

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Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chemthan's solution](#)

1362.

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[chemthan's solution](#)

1363.

360A

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Quality: 2,140 global accepts · Rating: 1700 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[chemthan's solution](#)

1364.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
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1365.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp
[chemthan's solution](#)

1366.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[chemthan's solution](#)

1367.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: dfs and similar, math, probabilities, trees

[chemthan's solution](#)

1368.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu, math

[chemthan's solution](#)

1369.

689C

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

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[chemthan's solution](#)

1370.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[chemthan's solution](#)

1371.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: math, number theory

[chemthan's solution](#)

1372.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[chemthan's solution](#)

1373.

670E

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

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

[chemthan's solution](#)

1374.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[chemthan's solution](#)

1375.

644B

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

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

[chemthan's solution](#)

1376.

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · last AC: 2016-03-03 · GNU C++ (first AC) · Tags: data structures, sortings

[chemthan's solution](#)

1377.

632C

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

Quality: 10,432 global accepts · Rating: 1700 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: sortings, strings

[chemthan's solution](#)

1378.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[chemthan's solution](#)

1379.

627A

[XOR Equation](#) · [Tutorial](#)

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

[chemthan's solution](#)

1380.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry, math

[chemthan's solution](#)

1381.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: combinatorics, math

[chemthan's solution](#)

1382.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[chemthan's solution](#)

1383.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: data structures, implementation

[chemthan's solution](#)

1384.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: implementation, math

[chemthan's solution](#)

1385.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities

[chemthan's solution](#)

1386.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[chemthan's solution](#)

1387.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[chemthan's solution](#)

1388.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: brute force, implementation, math

[chemthan's solution](#)

1389.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[chemthan's solution](#)

1390.

460C

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Quality: 6,786 global accepts · Rating: 1700 · first AC: 2016-01-07 · last AC: 2016-01-07 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

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1391.

449A

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Quality: 4,126 global accepts · Rating: 1700 · first AC: 2016-01-06 · last AC: 2016-01-06 · GNU C++ (first AC) · Tags: greedy, math

[chemthan's solution](#)

1392.

605B

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Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[chemthan's solution](#)

1393.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[chemthan's solution](#)

1394.

598D

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

[chemthan's solution](#)

1395.

464A

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Quality: 6,235 global accepts · Rating: 1700 · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: greedy, strings

[chemthan's solution](#)

1396.

590A

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Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation

[chemthan's solution](#)

1397.

467C

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Quality: 16,582 global accepts · Rating: 1700 · first AC: 2015-10-24 · GNU C++ (first AC) · Tags: dp, implementation

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1398.

585B

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Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[chemthan's solution](#)

1399.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
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1400.

486C

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Quality: 12,371 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
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1401.

583C

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Rating: 1700 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
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1402.

581D

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Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[chemthan's solution](#)

1403.

474D

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Quality: 30,623 global accepts · Rating: 1700 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: dp
[chemthan's solution](#)

1404.

578B

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Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, greedy
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1405.

578A

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Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: geometry, math
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1406.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
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1407.

546D

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Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-23 · last AC: 2015-08-10 · MS C++ (first AC) · Tags: constructive algorithms, dp, math, number theory
[chemthan's solution](#)

1408.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · last AC: 2015-08-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp
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1409.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings
[chemthan's solution](#)

1410.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
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1411.

533C

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Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: games, greedy, implementation, math
[chemthan's solution](#)

1412.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-08-03 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[chemthan's solution](#)

1413.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2015-07-29 · last AC: 2015-07-30 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms
[chemthan's solution](#)

1414.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings
[chemthan's solution](#)

1415.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2015-07-25 · GNU C++ (first AC) · Tags: constructive algorithms, games, math
[chemthan's solution](#)

1416.

559B

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Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings
[chemthan's solution](#)

1417.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: geometry
[chemthan's solution](#)

1418.

507C

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Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-07-09 · last AC: 2015-07-09 · GNU C++ (first AC) · Tags: implementation, math, trees
[chemthan's solution](#)

1419.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[chemthan's solution](#)

1420.

518D

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Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-06-12 · last AC: 2015-06-12 · MS C++ (first AC) · Tags: combinatorics, dp, math, probabilities
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1421.

540B

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Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-24 · MS C++ (first AC) · Tags: greedy, implementation
[chemthan's solution](#)

1422.

1990D

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Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[chemthan's solution](#)

1423.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[chemthan's solution](#)

1424.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[chemthan's solution](#)

1425.

1750D

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Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[chemthan's solution](#)

1426.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[chemthan's solution](#)

1427.

1691D

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Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[chemthan's solution](#)

1428.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[chemthan's solution](#)

1429.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[chemthan's solution](#)

1430.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[chemthan's solution](#)

1431.

1630B

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Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[chemthan's solution](#)

1432.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[chemthan's solution](#)

1433.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[chemthan's solution](#)

1434.

1575D

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Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[chemthan's solution](#)

1435.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[chemthan's solution](#)

1436.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[chemthan's solution](#)

1437.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

1438.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · Node.js (first AC) · Tags: binary search, implementation, sortings, strings

[chemthan's solution](#)

1439.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[chemthan's solution](#)

1440.

1554D

[Diane](#) · [Tutorial](#)

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[chemthan's solution](#)

1441.

1554C

[Mikasa](#) · [Tutorial](#)

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[chemthan's solution](#)

1442.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[chemthan's solution](#)

1443.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[chemthan's solution](#)

1444.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[chemthan's solution](#)

1445.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[chemthan's solution](#)

1446.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[chemthan's solution](#)

1447.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[chemthan's solution](#)

1448.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[chemthan's solution](#)

1449.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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1450.

1394A

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[chemthan's solution](#)

1451.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[chemthan's solution](#)

1452.

1338B

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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

[chemthan's solution](#)

1453.

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

[chemthan's solution](#)

1454.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[chemthan's solution](#)

1455.

333B

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Quality: 2,762 global accepts · Rating: 1800 · first AC: 2016-12-23 · last AC: 2020-03-14 · Java 8 (first AC) · Tags: greedy

[chemthan's solution](#)

1456.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

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1457.

1304D

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Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[chemthan's solution](#)

1458.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[chemthan's solution](#)

1459.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[chemthan's solution](#)

1460.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[chemthan's solution](#)

1461.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[chemthan's solution](#)

1462.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1463.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[chemthan's solution](#)

1464.

1136D

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Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

1465.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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1466.

1109B

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1467.

1096D

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1468.

1081D

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1469.

1090D

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1470.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[chemthan's solution](#)

1471.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[chemthan's solution](#)

1472.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[chemthan's solution](#)

1473.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[chemthan's solution](#)

1474.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

1475.

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[chemthan's solution](#)

1476.

947C

[Perfect Security](#) · [Tutorial](#)

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

[chemthan's solution](#)

1477.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

1478.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

1479.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[chemthan's solution](#)

1480.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[chemthan's solution](#)

1481.

914C

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

1482.

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
[chemthan's solution](#)

1483.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[chemthan's solution](#)

1484.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[chemthan's solution](#)

1485.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[chemthan's solution](#)

1486.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[chemthan's solution](#)

1487.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[chemthan's solution](#)

1488.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[chemthan's solution](#)

1489.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[chemthan's solution](#)

1490.

863C

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847K

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847C

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847E

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1494.

853B

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846F

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845D

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830A

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1500.

827B

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1501.

813B

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1502.

802A2

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1503.

802A1

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1504.

794C

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1505.

799C

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1506.

800A

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1507.

800B

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1508.

776C

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1509.

778B

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1510.

777D

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1511.

768C

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1512.

301A

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747D

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1514.

743D

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1515.

336C

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725D

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733C

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1518.

730A

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1519.

730B

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727D

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1522.

721C

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1523.

706D

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700B

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691C

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403B

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1528.

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666A

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1531.

668B

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1532.

665D

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440C

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434A

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652D

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1537.

652C

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[chemthan's solution](#)

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655D

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1539.

630M

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1540.

436C

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[chemthan's solution](#)

1541.

626D

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[chemthan's solution](#)

1542.

442B

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1543.

623A

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1544.

513G1

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513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

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448D

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1547.

471D

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1548.

612D

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1549.

610C

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600C

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1551.

603B

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1552.

459D

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592C

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585A

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584D

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1556.

580D

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1557.

478C

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1558.

575H

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483B

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1560.

543A

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1561.

482B

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487A

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1563.

492D

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1564.

533E

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1565.

371D

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1566.

180E

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1567.

551B

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1568.

527D

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1569.

519D

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1570.

538D

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1571.

1991E

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1572.

1991D

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1573.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
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1574.

1909D

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1575.

1817B

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1576.

1819B

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1577.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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1578.

1774E

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1579.

1746D

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1580.

1738D

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1581.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

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1582.

1718A2

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1583.

1704D

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[chemthan's solution](#)

1584.

1707B

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1585.

1696D

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1586.

1679D

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1587.

1697D

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1588.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

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1589.

1689D

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1590.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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1591.

1648C

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1592.

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[chemthan's solution](#)

1593.

1601B

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959E

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739B

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717E

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687C

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682D

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656G

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656F

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1694.

656A

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: *special

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1695.

653C

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1696.

650B

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1697.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-04 · GNU C++ (first AC) · Tags: dp, dsu, sortings

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1698.

633C

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hashing, implementation, sortings, string suffix structures, strings

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1699.

630E

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1700.

622D

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1701.

613B

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1702.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: binary search, geometry, ternary search

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1703.

448C

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1704.

463D

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Quality: 7,298 global accepts · Rating: 1900 · first AC: 2016-01-08 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs, implementation

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1705.

463C

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Quality: 9,184 global accepts · Rating: 1900 · first AC: 2016-01-08 · Java 7 (first AC) · Tags: greedy, hashing, implementation

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1706.

607B

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1707.

472D

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1708.

455B

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Quality: 6,850 global accepts · Rating: 1900 · first AC: 2015-12-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

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1709.

459E

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1710.

459C

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1711.

599D

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1712.

597C

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1713.

583D

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1714.

477B

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Rating: 1900 · first AC: 2015-09-18 · GNU C++ (first AC) · Tags: math

[chemthan's solution](#)

1715.

577B

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Quality: 14,859 global accepts · Rating: 1900 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

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1716.

529E

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Rating: 1900 · first AC: 2015-08-22 · last AC: 2015-08-22 · GNU C++ (first AC) · Tags: brute force

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1717.

529B

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1718.

568B

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1719.

480C

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[chemthan's solution](#)

1720.

566D

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1721.

488B

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Quality: 2,263 global accepts · Rating: 1900 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
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1722.

490D

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1723.

497B

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[chemthan's solution](#)

1724.

505C

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1725.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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1726.

558C

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1727.

534D

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Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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1728.

557C

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1729.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-29 · last AC: 2015-06-30 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[chemthan's solution](#)

1730.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-29 · last AC: 2015-06-29 · GNU C++ (first AC) · Tags: binary search, greedy, math

[chemthan's solution](#)

1731.

553B

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1732.

552C

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1733.

552D

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Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · last AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

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1734.

510D

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Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, math

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1735.

549D

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Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · MS C++ (first AC) · Tags: greedy, implementation

[chemthan's solution](#)

1736.

550D

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1737.

547B

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1738.

540D

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Quality: 6,497 global accepts · Rating: 1900 · first AC: 2015-05-26 · MS C++ (first AC) · Tags: dp, probabilities

[chemthan's solution](#)

1739.

1994E

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[chemthan's solution](#)

1740.

1951E

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Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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1741.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1742.

1943B

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Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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1743.

1830B

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1744.

1827B1

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[chemthan's solution](#)

1745.

1770D

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1746.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[chemthan's solution](#)

1747.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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1748.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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1749.

1733D2

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[chemthan's solution](#)

1750.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[chemthan's solution](#)

1751.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chemthan's solution](#)

1752.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

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1753.

1685B

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1754.

1665D

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1755.

1616D

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1756.

1622D

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1757.

1610D

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1758.

1588B

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1759.

1599C

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1760.

1566E

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1761.

1567D

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1762.

1558C

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1763.

1513D

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1764.

1458B

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1765.

1451E1

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Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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1766.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1767.

1427C

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1768.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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1769.

1416B

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1770.

1416C

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1771.

1391D

[505](#) · [Tutorial](#)

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1772.

1363E

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1773.

1349B

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1774.

1349C

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1775.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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1776.

1165F1

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Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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1777.

280A

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1778.

1320C

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1779.

241C

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Quality: 533 global accepts · Rating: 2000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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1780.

1304E

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1781.

1301D

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[chemthan's solution](#)

1782.

1257E

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1783.

1185E

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1784.

1142B

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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1785.

1132F

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Quality: 10,710 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1786.

1129B

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1787.

1131D

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Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

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1788.

1103B

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1789.

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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1790.

1090L

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Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1791.

1090K

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1792.

1090I

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Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1793.

1083B

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Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · last AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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1794.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[chemthan's solution](#)

1795.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-26 · last AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[chemthan's solution](#)

1796.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[chemthan's solution](#)

1797.

1009E

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

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

[chemthan's solution](#)

1798.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

1799.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[chemthan's solution](#)

1800.

958A2

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

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[chemthan's solution](#)

1801.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

1802.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[chemthan's solution](#)

1803.

933B

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

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[chemthan's solution](#)

1804.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[chemthan's solution](#)

1805.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[chemthan's solution](#)

1806.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[chemthan's solution](#)

1807.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[chemthan's solution](#)

1808.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[chemthan's solution](#)

1809.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[chemthan's solution](#)

1810.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[chemthan's solution](#)

1811.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[chemthan's solution](#)

1812.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[chemthan's solution](#)

1813.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings
[chemthan's solution](#)

1814.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[chemthan's solution](#)

1815.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive
[chemthan's solution](#)

1816.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[chemthan's solution](#)

1817.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[chemthan's solution](#)

1818.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[chemthan's solution](#)

1819.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive
[chemthan's solution](#)

1820.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: dp, matrices
[chemthan's solution](#)

1821.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[chemthan's solution](#)

1822.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number

theory, trees

[chemthan's solution](#)

1823.

843B

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

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[chemthan's solution](#)

1824.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

1825.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[chemthan's solution](#)

1826.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[chemthan's solution](#)

1827.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[chemthan's solution](#)

1828.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2017-05-02 · last AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[chemthan's solution](#)

1829.

803F

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

Quality: 4,639 global accepts · Rating: 2000 · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[chemthan's solution](#)

1830.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[chemthan's solution](#)

1831.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[chemthan's solution](#)

1832.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[chemthan's solution](#)

1833.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[chemthan's solution](#)

1834.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[chemthan's solution](#)

1835.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[chemthan's solution](#)

1836.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[chemthan's solution](#)

1837.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[chemthan's solution](#)

1838.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[chemthan's solution](#)

1839.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[chemthan's solution](#)

1840.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chemthan's solution](#)

1841.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[chemthan's solution](#)

1842.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[chemthan's solution](#)

1843.

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings
[chemthan's solution](#)

1844.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[chemthan's solution](#)

1845.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy
[chemthan's solution](#)

1846.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[chemthan's solution](#)

1847.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[chemthan's solution](#)

1848.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chemthan's solution](#)

1849.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: dfs and similar, dp
[chemthan's solution](#)

1850.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: data structures, schedules
[chemthan's solution](#)

1851.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[chemthan's solution](#)

1852.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[chemthan's solution](#)

1853.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[chemthan's solution](#)

1854.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: graphs, implementation, shortest paths

[chemthan's solution](#)

1855.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: binary search, greedy

[chemthan's solution](#)

1856.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: graphs, shortest paths

[chemthan's solution](#)

1857.

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

1858.

663B

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

Rating: 2000 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[chemthan's solution](#)

1859.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[chemthan's solution](#)

1860.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[chemthan's solution](#)

1861.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: *special

[chemthan's solution](#)

1862.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: *special

[chemthan's solution](#)

1863.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[chemthan's solution](#)

1864.

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: dp, math

[chemthan's solution](#)

1865.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++ (first AC) · Tags: brute force, dp, hashing, implementation, math

[chemthan's solution](#)

1866.

629C

[Famili Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: dp, strings

[chemthan's solution](#)

1867.

629D

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

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: data structures, dp

[chemthan's solution](#)

1868.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry

[chemthan's solution](#)

1869.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: dp, hashing, strings

[chemthan's solution](#)

1870.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: dp, matrices

[chemthan's solution](#)

1871.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[chemthan's solution](#)

1872.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: brute force, greedy, math

[chemthan's solution](#)

1873.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[chemthan's solution](#)

1874.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 2000 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: math

[chemthan's solution](#)

1875.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2016-01-09 · Java 7 (first AC) · Tags: brute force, math

[chemthan's solution](#)

1876.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: math, number theory

[chemthan's solution](#)

1877.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: dp, greedy, strings, trees

[chemthan's solution](#)

1878.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2016-01-06 · last AC: 2016-01-06 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[chemthan's solution](#)

1879.

609D

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

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-28 · last AC: 2015-12-28 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[chemthan's solution](#)

1880.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2015-12-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[chemthan's solution](#)

1881.

600D

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

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: geometry

[chemthan's solution](#)

1882.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[chemthan's solution](#)

1883.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force, dp

[chemthan's solution](#)

1884.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: brute force, geometry

[chemthan's solution](#)

1885.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[chemthan's solution](#)

1886.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: brute force, data structures, math
[chemthan's solution](#)

1887.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees
[chemthan's solution](#)

1888.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: brute force, geometry
[chemthan's solution](#)

1889.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2015-09-18 · last AC: 2015-09-18 · GNU C++ (first AC) · Tags: dp
[chemthan's solution](#)

1890.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · last AC: 2015-09-16 · GNU C++ (first AC) · Tags: ternary search
[chemthan's solution](#)

1891.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: dp, greedy, sortings
[chemthan's solution](#)

1892.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-08-22 · last AC: 2015-08-22 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
[chemthan's solution](#)

1893.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-08-06 · last AC: 2015-08-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[chemthan's solution](#)

1894.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-07-29 · last AC: 2015-07-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers
[chemthan's solution](#)

1895.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation
[chemthan's solution](#)

1896.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: math

[chemthan's solution](#)

1897.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: dp, strings

[chemthan's solution](#)

1898.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-07-14 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

1899.

509C

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1900.

509E

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1901.

557D

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1902.

555B

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1903.

514C

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1904.

515D

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1905.

545E

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1906.

540C

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1907.

542C

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1908.

2115B

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1909.

1942D

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1910.

1919D

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1911.

1868B2

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1912.

1863E

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1913.

1762D

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1914.

1767C

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1915.

1761D

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1916.

1710B

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1666J

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[chemthan's solution](#)**1918.**

1654D

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1628D1

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1599H

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1575L

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1560F2

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1555E

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1530E

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1510D

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1926.

1510G

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1927.

1466F

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1928.

1464B

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1929.

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1930.

1419E

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1931.

1392E

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1932.

1387A

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1933.

1387B1

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1934.

1363D

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1935.

1333D

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1936.

1332E

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1937.

333D

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1938.

1312E

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1939.

1322B

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1940.

254E

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1941.

266C

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1942.

1263E

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1943.

1187E

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1944.

1299C

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1945.

1278D

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1946.

1271D

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1947.

1271E

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1948.

1252G

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1949.

1252K

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1950.

1184A2

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1951.

1184E2

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1952.

1185F

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1953.

1185G1

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1954.

1166E

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1955.

1167E

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1956.

1146D

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1957.

1151E

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1958.

1120C

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1959.

1117D

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1960.

1106E

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1961.

1098B

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1962.

1056E

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1963.

1078B

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1964.

1074C

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1965.

1070E

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1966.

1003E

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1967.

1000E

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1968.

976E

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1969.

960D

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1970.

960F

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1971.

955C

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1972.

936B

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1973.

920E

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1974.

919E

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1975.

912D

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1976.

909D

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1977.

899F

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1978.

895D

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1979.

894E

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1980.

877D

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1981.

238C

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1982.

875C

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1983.

852C

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1984.

862E

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1985.

847F

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1986.

859E

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1987.

859D

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1988.

853C

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1989.

852D

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1990.

852E

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1991.

840B

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1992.

837E

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1993.

837D

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1994.

827C

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1995.

818F

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1996.

821E

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1997.

811D

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1998.

802J2

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

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1999.

802D1

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2000.

799D

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2001.

793D

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2002.

797D

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2003.

796D

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2004.

788B

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2005.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

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2006.

781C

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2007.

767D

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2008.

767B

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2009.

776E

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2010.

768E

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2011.

301B

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2012.

766E

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2013.

763B

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
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2014.

762C

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Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers
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2015.

431D

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Quality: 2,873 global accepts · Rating: 2100 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
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2016.

754D

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2017.

752D

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Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings
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2018.

752E

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

Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
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2019.

746G

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Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees
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2020.

336D

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Quality: 1,213 global accepts · Rating: 2100 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
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2021.

343D

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2022.

734E

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Quality: 5,237 global accepts · Rating: 2100 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
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2023.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees
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2024.

106E

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Quality: 997 global accepts · Rating: 2100 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search
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2025.

354C

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2026.

356C

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2027.

372C

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2028.

730C

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2029.

732E

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2030.

703C

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2031.

703D

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2032.

702E

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2033.

319C

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2034.

689D

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2035.

675C

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2036.

414C

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2037.

665E

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Quality: 4,425 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: data structures, divide and conquer, strings, trees
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2038.

656D

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2039.

441D

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[chemthan's solution](#)

2040.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[chemthan's solution](#)

2041.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2016-03-14 · last AC: 2016-03-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[chemthan's solution](#)

2042.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[chemthan's solution](#)

2043.

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: brute force, math, number theory

[chemthan's solution](#)

2044.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry, math

[chemthan's solution](#)

2045.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[chemthan's solution](#)

2046.

466E

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[chemthan's solution](#)

2047.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)

2048.

463E

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[chemthan's solution](#)

2049.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: binary search, implementation, math

[chemthan's solution](#)

2050.

609E

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

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[chemthan's solution](#)

2051.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2015-12-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

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2052.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, math

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2053.

464C

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Quality: 1,952 global accepts · Rating: 2100 · first AC: 2015-10-28 · last AC: 2015-10-29 · GNU C++ (first AC) · Tags: dp

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2054.

590B

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Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: binary search, geometry, math

[chemthan's solution](#)

2055.

587B

[Duff in Beach](#) · [Tutorial](#)

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[chemthan's solution](#)

2056.

486D

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Quality: 4,380 global accepts · Rating: 2100 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

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2057.

475C

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Quality: 834 global accepts · Rating: 2100 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

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2058.

474F

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2059.

576C

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Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · last AC: 2015-09-11 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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2060.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms

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2061.

576B

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2062.

575F

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2063.

571A

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2064.

525E

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2065.

489F

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Quality: 1,940 global accepts · Rating: 2100 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp

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2066.

491B

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2067.

484B

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2068.

497C

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Rating: 2100 · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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2069.

498C

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Quality: 4,189 global accepts · Rating: 2100 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory

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2070.

507E

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Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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2071.

542F

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Quality: 996 global accepts · Rating: 2100 · first AC: 2015-07-04 · last AC: 2015-07-04 · GNU C++ (first AC) · Tags: dp, greedy
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2072.

521B

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Rating: 2100 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
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2073.

540E

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Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings, trees
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2074.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-19 · last AC: 2015-06-19 · GNU C++ (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
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2075.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
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2076.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-06-09 · last AC: 2015-06-09 · MS C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
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2077.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · MS C++ (first AC) · Tags: binary search, math
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2078.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-06-03 · last AC: 2015-06-03 · MS C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths
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2079.

546E

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Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-06-02 · last AC: 2015-06-02 · MS C++ (first AC) · Tags: flows, graphs, math
[chemthan's solution](#)

2080.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
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2081.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[chemthan's solution](#)

2082.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[chemthan's solution](#)

2083.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[chemthan's solution](#)

2084.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[chemthan's solution](#)

2085.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[chemthan's solution](#)

2086.

1765H

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Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[chemthan's solution](#)

2087.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

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2088.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[chemthan's solution](#)

2089.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[chemthan's solution](#)

2090.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

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2091.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
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2092.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
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2093.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
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2094.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
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2095.

1622E

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Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
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2096.

1615D

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Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
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2097.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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2098.

1575H

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Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[chemthan's solution](#)

2099.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[chemthan's solution](#)

2100.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[chemthan's solution](#)

2101.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[chemthan's solution](#)

2102.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[chemthan's solution](#)

2103.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[chemthan's solution](#)

2104.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[chemthan's solution](#)

2105.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[chemthan's solution](#)

2106.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[chemthan's solution](#)

2107.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[chemthan's solution](#)

2108.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[chemthan's solution](#)

2109.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[chemthan's solution](#)

2110.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[chemthan's solution](#)

2111.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[chemthan's solution](#)

2112.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[chemthan's solution](#)

2113.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[chemthan's solution](#)

2114.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[chemthan's solution](#)

2115.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[chemthan's solution](#)

2116.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chemthan's solution](#)

2117.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[chemthan's solution](#)

2118.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[chemthan's solution](#)

2119.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[chemthan's solution](#)

2120.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[chemthan's solution](#)

2121.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2122.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[chemthan's solution](#)

2123.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[chemthan's solution](#)

2124.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[chemthan's solution](#)

2125.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[chemthan's solution](#)

2126.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[chemthan's solution](#)

2127.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[chemthan's solution](#)

2128.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[chemthan's solution](#)

2129.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[chemthan's solution](#)

2130.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

2131.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[chemthan's solution](#)

2132.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[chemthan's solution](#)

2133.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
[chemthan's solution](#)

2134.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[chemthan's solution](#)

2135.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp
[chemthan's solution](#)

2136.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees
[chemthan's solution](#)

2137.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chemthan's solution](#)

2138.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[chemthan's solution](#)

2139.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[chemthan's solution](#)

2140.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[chemthan's solution](#)

2141.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[chemthan's solution](#)

2142.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[chemthan's solution](#)

2143.

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[chemthan's solution](#)

2144.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[chemthan's solution](#)

2145.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[chemthan's solution](#)

2146.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

2147.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · last AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[chemthan's solution](#)

2148.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[chemthan's solution](#)

2149.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[chemthan's solution](#)

2150.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[chemthan's solution](#)

2151.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chemthan's solution](#)

2152.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
[chemthan's solution](#)

2153.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[chemthan's solution](#)

2154.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
[chemthan's solution](#)

2155.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[chemthan's solution](#)

2156.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows
[chemthan's solution](#)

2157.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy
[chemthan's solution](#)

2158.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chemthan's solution](#)

2159.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[chemthan's solution](#)

2160.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[chemthan's solution](#)

2161.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[chemthan's solution](#)

2162.

819A

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

Rating: 2200 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: *broken, games, greedy

[chemthan's solution](#)

2163.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[chemthan's solution](#)

2164.

802D2

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

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

[chemthan's solution](#)

2165.

802G2

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

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

[chemthan's solution](#)

2166.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · last AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[chemthan's solution](#)

2167.

806C

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

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[chemthan's solution](#)

2168.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[chemthan's solution](#)

2169.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[chemthan's solution](#)

2170.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[chemthan's solution](#)

2171.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[chemthan's solution](#)

2172.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2173.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[chemthan's solution](#)

2174.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[chemthan's solution](#)

2175.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[chemthan's solution](#)

2176.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[chemthan's solution](#)

2177.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[chemthan's solution](#)

2178.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-22 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force, dp

[chemthan's solution](#)

2179.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[chemthan's solution](#)

2180.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-01 · last AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[chemthan's solution](#)

2181.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[chemthan's solution](#)

2182.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: greedy, implementation, math

[chemthan's solution](#)

2183.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[chemthan's solution](#)

2184.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[chemthan's solution](#)

2185.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[chemthan's solution](#)

2186.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[chemthan's solution](#)

2187.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[chemthan's solution](#)

2188.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[chemthan's solution](#)

2189.

707D

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

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[chemthan's solution](#)

2190.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2016-07-20 · last AC: 2016-07-21 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[chemthan's solution](#)

2191.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory
[chemthan's solution](#)

2192.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-06-17 · last AC: 2016-06-17 · GNU C++ (first AC) · Tags: graphs, math
[chemthan's solution](#)

2193.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities
[chemthan's solution](#)

2194.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: binary search, dp, greedy
[chemthan's solution](#)

2195.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
[chemthan's solution](#)

2196.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: bitmasks, greedy
[chemthan's solution](#)

2197.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2016-04-24 · last AC: 2016-04-24 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry
[chemthan's solution](#)

2198.

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: dp, trees
[chemthan's solution](#)

2199.

663C

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2200.

657B

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2201.

653D

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2202.

655E

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2203.

650C

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2204.

627C

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2205.

628D

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2206.

622E

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2207.

618D

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617E

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526D

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620D

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616E

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448E

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612E

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603C

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2216.

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2217.

593C

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2220.

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2221.

486E

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477C

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575B

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575G

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514E

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2227.

570D

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521C

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2236.

538F

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538E

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553C

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1982E

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2249.

1919F1

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2253.

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1575I

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1245F

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1252L

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1252B

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1182E

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1151F

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1139D

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1132E

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1131E

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2297.

1101G

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1086C

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852I

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812E

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727E

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659G

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628E

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594C

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594A

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467E

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584E

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2387.

573C

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2388.

515E

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510E

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2390.

518F

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570E

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2392.

489E

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491C

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487C

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500E

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558E

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2398.

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553D

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2401.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-01 · last AC: 2015-07-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[chemthan's solution](#)

2402.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-09 · last AC: 2015-06-09 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[chemthan's solution](#)

2403.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-29 · last AC: 2015-06-02 · MS C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[chemthan's solution](#)

2404.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-06-02 · last AC: 2015-06-02 · MS C++ (first AC) · Tags: dp, trees

[chemthan's solution](#)

2405.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-05-30 · MS C++ (first AC) · Tags: combinatorics, dp, math, number theory

[chemthan's solution](#)

2406.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[chemthan's solution](#)

2407.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[chemthan's solution](#)

2408.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[chemthan's solution](#)

2409.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[chemthan's solution](#)

2410.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[chemthan's solution](#)

2411.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[chemthan's solution](#)

2412.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chemthan's solution](#)

2413.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[chemthan's solution](#)

2414.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[chemthan's solution](#)

2415.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[chemthan's solution](#)

2416.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[chemthan's solution](#)

2417.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[chemthan's solution](#)

2418.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[chemthan's solution](#)

2419.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[chemthan's solution](#)

2420.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[chemthan's solution](#)

2421.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[chemthan's solution](#)

2422.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[chemthan's solution](#)

2423.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[chemthan's solution](#)

2424.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[chemthan's solution](#)

2425.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[chemthan's solution](#)

2426.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[chemthan's solution](#)

2427.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[chemthan's solution](#)

2428.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[chemthan's solution](#)

2429.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[chemthan's solution](#)

2430.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[chemthan's solution](#)

2431.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[chemthan's solution](#)

2432.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[chemthan's solution](#)

2433.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
[chemthan's solution](#)

2434.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[chemthan's solution](#)

2435.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[chemthan's solution](#)

2436.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[chemthan's solution](#)

2437.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[chemthan's solution](#)

2438.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[chemthan's solution](#)

2439.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[chemthan's solution](#)

2440.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
[chemthan's solution](#)

2441.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[chemthan's solution](#)

2442.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[chemthan's solution](#)

2443.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[chemthan's solution](#)

2444.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[chemthan's solution](#)

2445.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[chemthan's solution](#)

2446.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[chemthan's solution](#)

2447.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[chemthan's solution](#)

2448.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[chemthan's solution](#)

2449.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[chemthan's solution](#)

2450.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chemthan's solution](#)

2451.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,813 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[chemthan's solution](#)

2452.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chemthan's solution](#)

2453.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[chemthan's solution](#)

2454.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[chemthan's solution](#)

2455.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[chemthan's solution](#)

2456.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[chemthan's solution](#)

2457.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[chemthan's solution](#)

2458.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[chemthan's solution](#)

2459.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[chemthan's solution](#)

2460.

1184E3

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

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

[chemthan's solution](#)

2461.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[chemthan's solution](#)

2462.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[chemthan's solution](#)

2463.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[chemthan's solution](#)

2464.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-27 · last AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chemthan's solution](#)

2465.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[chemthan's solution](#)

2466.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[chemthan's solution](#)

2467.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[chemthan's solution](#)

2468.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[chemthan's solution](#)

2469.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[chemthan's solution](#)

2470.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[chemthan's solution](#)

2471.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[chemthan's solution](#)

2472.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · last AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[chemthan's solution](#)

2473.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[chemthan's solution](#)

2474.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[chemthan's solution](#)

2475.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[chemthan's solution](#)

2476.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[chemthan's solution](#)

2477.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[chemthan's solution](#)

2478.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[chemthan's solution](#)

2479.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · last AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2480.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

2481.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-12 · last AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[chemthan's solution](#)

2482.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[chemthan's solution](#)

2483.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[chemthan's solution](#)

2484.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[chemthan's solution](#)

2485.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2486.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[chemthan's solution](#)

2487.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[chemthan's solution](#)

2488.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[chemthan's solution](#)

2489.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[chemthan's solution](#)

2490.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[chemthan's solution](#)

2491.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[chemthan's solution](#)

2492.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory
[chemthan's solution](#)

2493.

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[chemthan's solution](#)

2494.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-07-29 · last AC: 2018-10-21 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[chemthan's solution](#)

2495.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[chemthan's solution](#)

2496.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[chemthan's solution](#)

2497.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[chemthan's solution](#)

2498.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[chemthan's solution](#)

2499.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[chemthan's solution](#)

2500.

1004E

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

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
[chemthan's solution](#)

2501.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[chemthan's solution](#)

2502.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

2503.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[chemthan's solution](#)

2504.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[chemthan's solution](#)

2505.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chemthan's solution](#)

2506.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chemthan's solution](#)

2507.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[chemthan's solution](#)

2508.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[chemthan's solution](#)

2509.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[chemthan's solution](#)

2510.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)

2511.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[chemthan's solution](#)

2512.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[chemthan's solution](#)

2513.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[chemthan's solution](#)

2514.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[chemthan's solution](#)

2515.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[chemthan's solution](#)

2516.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[chemthan's solution](#)

2517.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[chemthan's solution](#)

2518.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[chemthan's solution](#)

2519.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[chemthan's solution](#)

2520.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[chemthan's solution](#)

2521.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[chemthan's solution](#)

2522.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[chemthan's solution](#)

2523.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, flows, graphs
[chemthan's solution](#)

2524.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[chemthan's solution](#)

2525.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[chemthan's solution](#)

2526.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[chemthan's solution](#)

2527.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[chemthan's solution](#)

2528.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[chemthan's solution](#)

2529.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-08-01 · Python 3 (first AC) · Tags: binary search, constructive algorithms, interactive
[chemthan's solution](#)

2530.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-16 · last AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[chemthan's solution](#)

2531.

815C

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

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2017-06-17 · last AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[chemthan's solution](#)

2532.

802J3

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

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees
[chemthan's solution](#)

2533.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[chemthan's solution](#)

2534.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

2535.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[chemthan's solution](#)

2536.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[chemthan's solution](#)

2537.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[chemthan's solution](#)

2538.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[chemthan's solution](#)

2539.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[chemthan's solution](#)

2540.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · last AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[chemthan's solution](#)

2541.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

2542.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[chemthan's solution](#)

2543.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-27 · last AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[chemthan's solution](#)

2544.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2016-12-08 · last AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[chemthan's solution](#)

2545.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chemthan's solution](#)

2546.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[chemthan's solution](#)

2547.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[chemthan's solution](#)

2548.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-22 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[chemthan's solution](#)

2549.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[chemthan's solution](#)

2550.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[chemthan's solution](#)

2551.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[chemthan's solution](#)

2552.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[chemthan's solution](#)

2553.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows

[chemthan's solution](#)

2554.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · last AC: 2016-09-11 · GNU C++ (first AC) · Tags: math, probabilities

[chemthan's solution](#)

2555.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: flows

[chemthan's solution](#)

2556.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[chemthan's solution](#)

2557.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

2558.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

2559.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[chemthan's solution](#)

2560.

679C

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

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation

[chemthan's solution](#)

2561.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · last AC: 2016-05-25 · GNU C++ (first AC) · Tags: math

[chemthan's solution](#)

2562.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-08 · last AC: 2016-05-16 · GNU C++ (first AC) · Tags: divide and conquer, dp

[chemthan's solution](#)

2563.

668C

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

Rating: 2400 · first AC: 2016-04-24 · last AC: 2016-04-28 · GNU C++ (first AC) · Tags: math, probabilities

[chemthan's solution](#)

2564.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2016-04-21 · last AC: 2016-04-23 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[chemthan's solution](#)

2565.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: bitmasks, math, matrices, probabilities

[chemthan's solution](#)

2566.

657C

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

Rating: 2400 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: sortings, two pointers

[chemthan's solution](#)

2567.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-20 · last AC: 2016-03-20 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[chemthan's solution](#)

2568.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[chemthan's solution](#)

2569.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: divide and conquer, dp, fft, math

[chemthan's solution](#)

2570.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[chemthan's solution](#)

2571.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-27 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[chemthan's solution](#)

2572.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-14 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

2573.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[chemthan's solution](#)

2574.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[chemthan's solution](#)

2575.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-01-31 · last AC: 2016-01-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[chemthan's solution](#)

2576.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: dp, probabilities

[chemthan's solution](#)

2577.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2016-01-24 · last AC: 2016-01-25 · GNU C++ (first AC) · Tags: dfs and similar

[chemthan's solution](#)

2578.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2016-01-22 · last AC: 2016-01-22 · GNU C++ (first AC) · Tags: dp, implementation

[chemthan's solution](#)

2579.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2016-01-13 · last AC: 2016-01-14 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

2580.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: data structures, math, number theory

[chemthan's solution](#)

2581.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2016-01-07 · last AC: 2016-01-07 · Java 7 (first AC) · Tags: bitmasks, combinatorics, dp

[chemthan's solution](#)

2582.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[chemthan's solution](#)

2583.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · last AC: 2015-12-22 · GNU C++ (first AC) · Tags: geometry

[chemthan's solution](#)

2584.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[chemthan's solution](#)

2585.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: dp, matrices

[chemthan's solution](#)

2586.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · last AC: 2015-11-05 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[chemthan's solution](#)

2587.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2015-10-24 · last AC: 2015-10-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[chemthan's solution](#)

2588.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++ (first AC) · Tags: number theory

[chemthan's solution](#)

2589.

583E

[Superior Periodic Subarrays](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: number theory

[chemthan's solution](#)

2590.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: dp, trees, two pointers

[chemthan's solution](#)

2591.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-08-17 · last AC: 2015-08-17 · GNU C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[chemthan's solution](#)

2592.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-08-16 · last AC: 2015-08-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[chemthan's solution](#)

2593.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-08-13 · last AC: 2015-08-13 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[chemthan's solution](#)

2594.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-07 · last AC: 2015-08-07 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

2595.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[chemthan's solution](#)

2596.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-07-19 · GNU C++ (first AC) · Tags: data structures, dp, number theory

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2597.

499D

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Rating: 2400 · first AC: 2015-07-19 · GNU C++ (first AC) · Tags: dp, two pointers

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2598.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-07-17 · last AC: 2015-07-17 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

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2599.

525D

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Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-06-08 · MS C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

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2600.

1994F

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Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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2601.

1824C

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2602.

1798F

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2603.

1779F

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Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

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2604.

1731F

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Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

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2605.

1767E

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Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

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2606.

1764F

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2607.

1737E

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2608.

1710C

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Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
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2609.

1701E

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2610.

1701F

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2611.

1691F

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Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
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2612.

1687C

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2613.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
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2614.

1666E

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Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[chemthan's solution](#)

2615.

1665E

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Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
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2616.

1623E

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2617.

1556F

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Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[chemthan's solution](#)

2618.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[chemthan's solution](#)

2619.

1513F

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Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[chemthan's solution](#)

2620.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[chemthan's solution](#)

2621.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[chemthan's solution](#)

2622.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[chemthan's solution](#)

2623.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[chemthan's solution](#)

2624.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[chemthan's solution](#)

2625.

1444C

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Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[chemthan's solution](#)

2626.

1427E

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Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

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2627.

1418G

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Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · last AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[chemthan's solution](#)

2628.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[chemthan's solution](#)

2629.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[chemthan's solution](#)

2630.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[chemthan's solution](#)

2631.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[chemthan's solution](#)

2632.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[chemthan's solution](#)

2633.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[chemthan's solution](#)

2634.

1312F

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Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[chemthan's solution](#)

2635.

1305F

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Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[chemthan's solution](#)

2636.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[chemthan's solution](#)

2637.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[chemthan's solution](#)

2638.

1314B

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

Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[chemthan's solution](#)

2639.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[chemthan's solution](#)

2640.

1253F

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Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[chemthan's solution](#)

2641.

1187G

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Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

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2642.

1181E1

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Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[chemthan's solution](#)

2643.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[chemthan's solution](#)

2644.

1174E

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[chemthan's solution](#)

2645.

1146F

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Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[chemthan's solution](#)

2646.

1139F

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Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[chemthan's solution](#)

2647.

1137C

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Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · last AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[chemthan's solution](#)

2648.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[chemthan's solution](#)

2649.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[chemthan's solution](#)

2650.

1117G

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Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2651.

976D

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Quality: 762 global accepts · Rating: 2500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[chemthan's solution](#)

2652.

1100D

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2653.

1097F

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2654.

1100F

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2655.

1096E

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Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[chemthan's solution](#)

2656.

1089C

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Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive

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2657.

1056F

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Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
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2658.

1055E

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[chemthan's solution](#)

2659.

1043F

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Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[chemthan's solution](#)

2660.

1045A

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Quality: 574 global accepts · Rating: 2500 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees
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2661.

1073F

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Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
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2662.

1065F

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2663.

1017F

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Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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2664.

976F

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Quality: 667 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
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2665.

958C3

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Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
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2666.

956D

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Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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2667.

947D

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Rating: 2500 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[chemthan's solution](#)

2668.

946G

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Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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2669.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[chemthan's solution](#)

2670.

908E

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[chemthan's solution](#)

2671.

911G

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Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-28 · last AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2672.

909F

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Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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2673.

888F

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Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[chemthan's solution](#)

2674.

884F

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Quality: 1,281 global accepts · Rating: 2500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

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2675.

875F

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Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

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2676.

868F

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

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2677.

855D

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Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[chemthan's solution](#)

2678.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[chemthan's solution](#)

2679.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-19 · last AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[chemthan's solution](#)

2680.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)

2681.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-03 · last AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2682.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[chemthan's solution](#)

2683.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[chemthan's solution](#)

2684.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[chemthan's solution](#)

2685.

813F

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Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

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2686.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[chemthan's solution](#)

2687.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

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2688.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2689.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
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2690.

778C

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Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
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2691.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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2692.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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2693.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-13 · last AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[chemthan's solution](#)

2694.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive
[chemthan's solution](#)

2695.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2016-12-22 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, math
[chemthan's solution](#)

2696.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[chemthan's solution](#)

2697.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chemthan's solution](#)

2698.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[chemthan's solution](#)

2699.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[chemthan's solution](#)

2700.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[chemthan's solution](#)

2701.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[chemthan's solution](#)

2702.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers

[chemthan's solution](#)

2703.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)

2704.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2705.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[chemthan's solution](#)

2706.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: math, number theory

[chemthan's solution](#)

2707.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-11 · last AC: 2016-08-11 · GNU C++ (first AC) · Tags: data structures, implementation

[chemthan's solution](#)

2708.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-07 · last AC: 2016-08-07 · GNU C++ (first AC) · Tags: dp, graphs, greedy

[chemthan's solution](#)

2709.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: data structures, dp, matrices, strings

[chemthan's solution](#)

2710.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[chemthan's solution](#)

2711.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: geometry, sortings

[chemthan's solution](#)

2712.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-13 · last AC: 2016-06-13 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[chemthan's solution](#)

2713.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-30 · GNU C++ (first AC) · Tags: combinatorics, strings

[chemthan's solution](#)

2714.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

2715.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

2716.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2016-04-12 · last AC: 2016-04-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

2717.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[chemthan's solution](#)

2718.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-28 · last AC: 2016-04-01 · GNU C++ (first AC) · Tags: data structures, greedy

[chemthan's solution](#)

2719.

655F

[Cowslip Collections](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: combinatorics, number theory

[chemthan's solution](#)

2720.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-03-04 · GNU C++ (first AC) · Tags: dp, geometry

[chemthan's solution](#)

2721.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-02-22 · last AC: 2016-02-22 · GNU C++ (first AC) · Tags: flows, graphs
[chemthan's solution](#)

2722.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: data structures, greedy
[chemthan's solution](#)

2723.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-02-02 · GNU C++ (first AC) · Tags: data structures, geometry
[chemthan's solution](#)

2724.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-09 · last AC: 2016-01-20 · GNU C++ (first AC) · Tags: data structures, number theory
[chemthan's solution](#)

2725.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: constructive algorithms, math
[chemthan's solution](#)

2726.

444D

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers
[chemthan's solution](#)

2727.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2016-01-07 · Java 7 (first AC) · Tags: constructive algorithms, number theory
[chemthan's solution](#)

2728.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: binary search, implementation
[chemthan's solution](#)

2729.

610E

[Alphabet Permutations](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: data structures, strings
[chemthan's solution](#)

2730.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-24 · Java 7 (first AC) · Tags: hashing, strings
[chemthan's solution](#)

2731.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar
[chemthan's solution](#)

2732.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings
[chemthan's solution](#)

2733.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-09 · last AC: 2015-11-10 · GNU C++ (first AC) · Tags: binary search, geometry
[chemthan's solution](#)

2734.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math
[chemthan's solution](#)

2735.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: data structures, hashing, strings
[chemthan's solution](#)

2736.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-24 · last AC: 2015-08-27 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[chemthan's solution](#)

2737.

572E

[CNF 2](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-08-24 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

2738.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-08-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, fft
[chemthan's solution](#)

2739.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-08-04 · last AC: 2015-08-04 · GNU C++ (first AC) · Tags: geometry
[chemthan's solution](#)

2740.

501E

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

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-07-15 · last AC: 2015-07-15 · GNU C++ (first AC) · Tags: binary search, combinatorics, implementation
[chemthan's solution](#)

2741.

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2015-07-08 · last AC: 2015-07-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[chemthan's solution](#)

2742.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · last AC: 2015-06-28 · GNU C++ (first AC) · Tags: binary search,

implementation, math

[chemthan's solution](#)

2743.

551E

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

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[chemthan's solution](#)

2744.

544E

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

Rating: 2500 · first AC: 2015-06-10 · last AC: 2015-06-10 · MS C++ (first AC) · Tags: bitmasks, dp

[chemthan's solution](#)

2745.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[chemthan's solution](#)

2746.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[chemthan's solution](#)

2747.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[chemthan's solution](#)

2748.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[chemthan's solution](#)

2749.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[chemthan's solution](#)

2750.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[chemthan's solution](#)

2751.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[chemthan's solution](#)

2752.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[chemthan's solution](#)

2753.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[chemthan's solution](#)

2754.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[chemthan's solution](#)

2755.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[chemthan's solution](#)

2756.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[chemthan's solution](#)

2757.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[chemthan's solution](#)

2758.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[chemthan's solution](#)

2759.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[chemthan's solution](#)

2760.

1575E

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Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)

2761.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[chemthan's solution](#)

2762.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[chemthan's solution](#)

2763.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[chemthan's solution](#)

2764.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[chemthan's solution](#)

2765.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[chemthan's solution](#)

2766.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[chemthan's solution](#)

2767.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[chemthan's solution](#)

2768.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[chemthan's solution](#)

2769.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[chemthan's solution](#)

2770.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[chemthan's solution](#)

2771.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[chemthan's solution](#)

2772.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[chemthan's solution](#)

2773.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[chemthan's solution](#)

2774.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[chemthan's solution](#)

2775.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[chemthan's solution](#)

2776.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[chemthan's solution](#)

2777.

1348F

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Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[chemthan's solution](#)

2778.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[chemthan's solution](#)

2779.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[chemthan's solution](#)

2780.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[chemthan's solution](#)

2781.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[chemthan's solution](#)

2782.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[chemthan's solution](#)

2783.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[chemthan's solution](#)**2784.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)**2785.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · last AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)**2786.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)**2787.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[chemthan's solution](#)**2788.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[chemthan's solution](#)**2789.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · last AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[chemthan's solution](#)**2790.**

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[chemthan's solution](#)**2791.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: strings

[chemthan's solution](#)**2792.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[chemthan's solution](#)**2793.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[chemthan's solution](#)

2794.

1045J

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

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[chemthan's solution](#)

2795.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[chemthan's solution](#)

2796.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · last AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[chemthan's solution](#)

2797.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[chemthan's solution](#)

2798.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[chemthan's solution](#)

2799.

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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2800.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[chemthan's solution](#)

2801.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

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2802.

958F3

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

Quality: 923 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft

[chemthan's solution](#)

2803.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[chemthan's solution](#)

2804.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[chemthan's solution](#)

2805.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[chemthan's solution](#)

2806.

935F

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Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[chemthan's solution](#)

2807.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[chemthan's solution](#)

2808.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · last AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[chemthan's solution](#)

2809.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[chemthan's solution](#)

2810.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[chemthan's solution](#)

2811.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[chemthan's solution](#)

2812.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[chemthan's solution](#)

2813.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[chemthan's solution](#)

2814.

844E

[Upgrading Tree](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

2815.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[chemthan's solution](#)

2816.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-06-29 · last AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[chemthan's solution](#)

2817.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-07 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[chemthan's solution](#)

2818.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[chemthan's solution](#)

2819.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: flows, graphs

[chemthan's solution](#)

2820.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[chemthan's solution](#)

2821.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[chemthan's solution](#)

2822.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · last AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[chemthan's solution](#)

2823.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[chemthan's solution](#)

2824.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-16 · last AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp,

greedy

[chemthan's solution](#)

2825.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[chemthan's solution](#)

2826.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[chemthan's solution](#)

2827.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2017-01-03 · last AC: 2017-01-03 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[chemthan's solution](#)

2828.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chemthan's solution](#)

2829.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[chemthan's solution](#)

2830.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[chemthan's solution](#)

2831.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2832.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-05 · last AC: 2016-08-05 · GNU C++ (first AC) · Tags: dp, number theory

[chemthan's solution](#)

2833.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[chemthan's solution](#)

2834.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: brute force, geometry, math

[chemthan's solution](#)

2835.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[chemthan's solution](#)

2836.

682E

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Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-18 · GNU C++ (first AC) · Tags: geometry, two pointers
[chemthan's solution](#)

2837.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-18 · last AC: 2016-04-18 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp
[chemthan's solution](#)

2838.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings
[chemthan's solution](#)

2839.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing
[chemthan's solution](#)

2840.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-03 · last AC: 2016-03-03 · GNU C++ (first AC) · Tags: data structures, dp, geometry
[chemthan's solution](#)

2841.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[chemthan's solution](#)

2842.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[chemthan's solution](#)

2843.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2016-02-16 · GNU C++ (first AC) · Tags: data structures, greedy
[chemthan's solution](#)

2844.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: data structures, trees
[chemthan's solution](#)

2845.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: math

[chemthan's solution](#)

2846.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

2847.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2016-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[chemthan's solution](#)

2848.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

2849.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: data structures, trees

[chemthan's solution](#)

2850.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++ (first AC) · Tags: bitmasks, dp, trees

[chemthan's solution](#)

2851.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2015-08-20 · GNU C++ (first AC) · Tags: dp, probabilities

[chemthan's solution](#)

2852.

495E

[Helping People](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-08-20 · last AC: 2015-08-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

2853.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2015-08-20 · GNU C++ (first AC) · Tags: implementation, math

[chemthan's solution](#)

2854.

485E

[Strange Sorting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-08-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

2855.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2015-08-20 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[chemthan's solution](#)

2856.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-12 · last AC: 2015-08-12 · GNU C++ (first AC) · Tags: 2-sat, greedy

[chemthan's solution](#)

2857.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-08-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[chemthan's solution](#)

2858.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-06-30 · last AC: 2015-06-30 · GNU C++ (first AC) · Tags: geometry, math

[chemthan's solution](#)

2859.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-06-10 · last AC: 2015-06-10 · MS C++ (first AC) · Tags: dfs and similar, graphs

[chemthan's solution](#)

2860.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-06-09 · last AC: 2015-06-09 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chemthan's solution](#)

2861.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[chemthan's solution](#)

2862.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[chemthan's solution](#)

2863.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[chemthan's solution](#)

2864.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[chemthan's solution](#)

2865.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[chemthan's solution](#)

2866.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, implementation

[chemthan's solution](#)

2867.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[chemthan's solution](#)

2868.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[chemthan's solution](#)

2869.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[chemthan's solution](#)

2870.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chemthan's solution](#)

2871.

1634F

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Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[chemthan's solution](#)

2872.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[chemthan's solution](#)

2873.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[chemthan's solution](#)

2874.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[chemthan's solution](#)

2875.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[chemthan's solution](#)

2876.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[chemthan's solution](#)

2877.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[chemthan's solution](#)

2878.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[chemthan's solution](#)

2879.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[chemthan's solution](#)

2880.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[chemthan's solution](#)

2881.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[chemthan's solution](#)

2882.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[chemthan's solution](#)

2883.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[chemthan's solution](#)

2884.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[chemthan's solution](#)

2885.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[chemthan's solution](#)

2886.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[chemthan's solution](#)

2887.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[chemthan's solution](#)

2888.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[chemthan's solution](#)

2889.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[chemthan's solution](#)

2890.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths
[chemthan's solution](#)

2891.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-11 · last AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory
[chemthan's solution](#)

2892.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · last AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[chemthan's solution](#)

2893.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs
[chemthan's solution](#)

2894.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[chemthan's solution](#)

2895.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[chemthan's solution](#)

2896.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers
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2897.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
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2898.

982F

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[chemthan's solution](#)

2899.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
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2900.

1054F

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Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
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2901.

1065G

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Quality: 312 global accepts · Rating: 2700 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: strings
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2902.

1025F

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Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry
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2903.

1016G

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Quality: 315 global accepts · Rating: 2700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
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2904.

1000G

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Quality: 715 global accepts · Rating: 2700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[chemthan's solution](#)

2905.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[chemthan's solution](#)

2906.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2018-05-21 · last AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[chemthan's solution](#)

2907.

958E3

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

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[chemthan's solution](#)

2908.

958D2

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

Quality: 120 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

2909.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[chemthan's solution](#)

2910.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[chemthan's solution](#)

2911.

932F

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Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-02-15 · last AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[chemthan's solution](#)

2912.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · last AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[chemthan's solution](#)

2913.

906D

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Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · last AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[chemthan's solution](#)

2914.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[chemthan's solution](#)

2915.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[chemthan's solution](#)

2916.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[chemthan's solution](#)

2917.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[chemthan's solution](#)

2918.

860E

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

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[chemthan's solution](#)

2919.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[chemthan's solution](#)

2920.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[chemthan's solution](#)

2921.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[chemthan's solution](#)

2922.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[chemthan's solution](#)

2923.

812D

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

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[chemthan's solution](#)

2924.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[chemthan's solution](#)

2925.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)

2926.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

2927.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2928.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · last AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[chemthan's solution](#)

2929.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2016-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[chemthan's solution](#)

2930.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[chemthan's solution](#)

2931.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: binary search, dp
[chemthan's solution](#)

2932.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-14 · last AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[chemthan's solution](#)

2933.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[chemthan's solution](#)

2934.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: dp, math, probabilities, trees
[chemthan's solution](#)

2935.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: greedy, math, probabilities
[chemthan's solution](#)

2936.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: flows
[chemthan's solution](#)

2937.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: dp
[chemthan's solution](#)

2938.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2016-01-20 · GNU C++ (first AC) · Tags: divide and conquer, dp
[chemthan's solution](#)

2939.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-11 · last AC: 2016-01-12 · GNU C++ (first AC) · Tags: data structures, sortings, string suffix structures, strings

[chemthan's solution](#)

2940.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2016-01-08 · last AC: 2016-01-08 · GNU C++ (first AC) · Tags: brute force, geometry, math, sortings

[chemthan's solution](#)

2941.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-11 · last AC: 2015-12-14 · GNU C++ (first AC) · Tags: probabilities, shortest paths

[chemthan's solution](#)

2942.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

2943.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: binary search, geometry, two pointers

[chemthan's solution](#)

2944.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2015-10-29 · GNU C++ (first AC) · Tags: dp, probabilities

[chemthan's solution](#)

2945.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2015-09-25 · last AC: 2015-09-25 · GNU C++ (first AC) · Tags: dp, strings

[chemthan's solution](#)

2946.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[chemthan's solution](#)

2947.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-17 · last AC: 2015-09-17 · GNU C++ (first AC) · Tags: dp, greedy

[chemthan's solution](#)

2948.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-14 · last AC: 2015-09-15 · GNU C++ (first AC) · Tags: dp, matrices

[chemthan's solution](#)

2949.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: data structures, math, matrices

[chemthan's solution](#)

2950.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-07 · last AC: 2015-09-07 · GNU C++ (first AC) · Tags: bitmasks, brute force, graph matchings

[chemthan's solution](#)

2951.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[chemthan's solution](#)

2952.

1938I

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

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

2953.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[chemthan's solution](#)

2954.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: flows

[chemthan's solution](#)

2955.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[chemthan's solution](#)

2956.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[chemthan's solution](#)

2957.

1693D

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Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[chemthan's solution](#)

2958.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

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2959.

1609F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

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2960.

1578K

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Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation
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2961.

1578A

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Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[chemthan's solution](#)

2962.

1557E

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Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive
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2963.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[chemthan's solution](#)

2964.

1510F

[Fiber Shape](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 2800 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

2965.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[chemthan's solution](#)

2966.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[chemthan's solution](#)

2967.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[chemthan's solution](#)

2968.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[chemthan's solution](#)

2969.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[chemthan's solution](#)

2970.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[chemthan's solution](#)

2971.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[chemthan's solution](#)

2972.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 2800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[chemthan's solution](#)

2973.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[chemthan's solution](#)

2974.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[chemthan's solution](#)

2975.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[chemthan's solution](#)

2976.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[chemthan's solution](#)

2977.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[chemthan's solution](#)

2978.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

2979.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[chemthan's solution](#)

2980.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2981.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)

2982.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · last AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[chemthan's solution](#)

2983.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[chemthan's solution](#)

2984.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[chemthan's solution](#)

2985.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[chemthan's solution](#)

2986.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[chemthan's solution](#)

2987.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[chemthan's solution](#)

2988.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chemthan's solution](#)

2989.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[chemthan's solution](#)

2990.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[chemthan's solution](#)

2991.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[chemthan's solution](#)

2992.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2017-08-07 · last AC: 2017-08-07 · GNU C++11 (first AC) · Tags: dp, games

[chemthan's solution](#)

2993.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[chemthan's solution](#)

2994.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-18 · last AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[chemthan's solution](#)

2995.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: math, probabilities

[chemthan's solution](#)

2996.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[chemthan's solution](#)

2997.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

2998.

776F

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

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-26 · last AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[chemthan's solution](#)

2999.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2017-02-08 · last AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[chemthan's solution](#)

3000.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[chemthan's solution](#)

3001.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-01-04 · Java 8 (first AC) · Tags: constructive algorithms, implementation, interactive, trees
[chemthan's solution](#)

3002.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[chemthan's solution](#)

3003.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[chemthan's solution](#)

3004.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3005.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-07-30 · last AC: 2016-08-08 · GNU C++ (first AC) · Tags: data structures
[chemthan's solution](#)

3006.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2016-07-22 · last AC: 2016-07-22 · GNU C++ (first AC) · Tags: dp, geometry
[chemthan's solution](#)

3007.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
[chemthan's solution](#)

3008.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: data structures, number theory
[chemthan's solution](#)

3009.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-04-10 · GNU C++ (first AC) · Tags: constructive algorithms, math
[chemthan's solution](#)

3010.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-31 · last AC: 2016-03-31 · GNU C++ (first AC) · Tags: binary search, math, sortings

[chemthan's solution](#)

3011.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[chemthan's solution](#)

3012.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

3013.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-02-11 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: data structures, strings, trees

[chemthan's solution](#)

3014.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2016-02-09 · GNU C++ (first AC) · Tags: data structures, greedy

[chemthan's solution](#)

3015.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2016-01-26 · last AC: 2016-01-26 · GNU C++ (first AC) · Tags: flows

[chemthan's solution](#)

3016.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2016-01-19 · GNU C++ (first AC) · Tags: data structures, dp

[chemthan's solution](#)

3017.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,036 global accepts · Rating: 2800 · first AC: 2016-01-15 · last AC: 2016-01-16 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[chemthan's solution](#)

3018.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: graphs

[chemthan's solution](#)

3019.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

3020.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-08-07 · last AC: 2015-08-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[chemthan's solution](#)

3021.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-12 · last AC: 2015-08-12 · GNU C++ (first AC) · Tags: brute force, geometry, math
[chemthan's solution](#)

3022.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2015-07-28 · GNU C++ (first AC) · Tags: math
[chemthan's solution](#)

3023.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: combinatorics, geometry, probabilities
[chemthan's solution](#)

3024.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-06-29 · last AC: 2015-06-30 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings, trees
[chemthan's solution](#)

3025.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: data structures, divide and conquer
[chemthan's solution](#)

3026.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[chemthan's solution](#)

3027.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[chemthan's solution](#)

3028.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[chemthan's solution](#)

3029.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[chemthan's solution](#)

3030.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[chemthan's solution](#)

3031.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[chemthan's solution](#)

3032.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[chemthan's solution](#)

3033.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[chemthan's solution](#)

3034.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[chemthan's solution](#)

3035.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[chemthan's solution](#)

3036.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[chemthan's solution](#)

3037.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[chemthan's solution](#)

3038.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · last AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[chemthan's solution](#)

3039.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chemthan's solution](#)

3040.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[chemthan's solution](#)

3041.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)

3042.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chemthan's solution](#)

3043.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-11 · last AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[chemthan's solution](#)

3044.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[chemthan's solution](#)

3045.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3046.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[chemthan's solution](#)

3047.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-02-16 · last AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[chemthan's solution](#)

3048.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[chemthan's solution](#)

3049.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[chemthan's solution](#)

3050.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[chemthan's solution](#)

3051.

889D

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

Rating: 2900 · first AC: 2017-11-13 · last AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[chemthan's solution](#)

3052.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[chemthan's solution](#)

3053.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-28 · last AC: 2017-07-11 · GNU C++ (first AC) · Tags: flows

[chemthan's solution](#)

3054.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-21 · last AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chemthan's solution](#)

3055.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[chemthan's solution](#)

3056.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-03 · last AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[chemthan's solution](#)

3057.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[chemthan's solution](#)

3058.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-01 · last AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chemthan's solution](#)

3059.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[chemthan's solution](#)

3060.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[chemthan's solution](#)

3061.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[chemthan's solution](#)

3062.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[chemthan's solution](#)

3063.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp, graphs, implementation, math
[chemthan's solution](#)

3064.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[chemthan's solution](#)

3065.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: binary search, math
[chemthan's solution](#)

3066.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[chemthan's solution](#)

3067.

674D

[Bearish Fanpages](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-05-17 · last AC: 2016-05-17 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3068.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[chemthan's solution](#)

3069.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: flows
[chemthan's solution](#)

3070.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-05 · last AC: 2016-02-05 · GNU C++ (first AC) · Tags: binary search, dp
[chemthan's solution](#)

3071.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2016-01-17 · last AC: 2016-01-17 · GNU C++ (first AC) · Tags: data structures
[chemthan's solution](#)

3072.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2016-01-06 · last AC: 2016-01-06 · GNU C++ (first AC) · Tags: data structures
[chemthan's solution](#)

3073.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: geometry, two pointers
[chemthan's solution](#)

3074.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-01 · last AC: 2015-12-02 · GNU C++ (first AC) · Tags: geometry, math
[chemthan's solution](#)

3075.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2015-11-16 · last AC: 2015-11-16 · GNU C++ (first AC) · Tags: geometry
[chemthan's solution](#)

3076.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[chemthan's solution](#)

3077.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-08-21 · last AC: 2015-08-21 · GNU C++ (first AC) · Tags: binary search, greedy
[chemthan's solution](#)

3078.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[chemthan's solution](#)

3079.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
[chemthan's solution](#)

3080.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[chemthan's solution](#)

3081.

1610F

[Mashtali: a Space Oddyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[chemthan's solution](#)

3082.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-18 · last AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry
[chemthan's solution](#)

3083.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[chemthan's solution](#)

3084.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[chemthan's solution](#)

3085.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[chemthan's solution](#)

3086.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[chemthan's solution](#)

3087.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[chemthan's solution](#)

3088.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[chemthan's solution](#)

3089.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[chemthan's solution](#)

3090.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[chemthan's solution](#)

3091.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · last AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[chemthan's solution](#)

3092.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-21 · last AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[chemthan's solution](#)

3093.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2019-01-04 · last AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[chemthan's solution](#)

3094.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games
[chemthan's solution](#)

3095.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2017-11-18 · last AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices
[chemthan's solution](#)

3096.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-16 · last AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[chemthan's solution](#)

3097.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[chemthan's solution](#)

3098.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers
[chemthan's solution](#)

3099.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[chemthan's solution](#)

3100.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[chemthan's solution](#)

3101.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-05-06 · last AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[chemthan's solution](#)

3102.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive
[chemthan's solution](#)

3103.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2016-11-24 · last AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[chemthan's solution](#)

3104.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[chemthan's solution](#)

3105.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-09-04 · last AC: 2016-09-04 · GNU C++ (first AC) · Tags: combinatorics, number theory
[chemthan's solution](#)

3106.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2016-07-13 · last AC: 2016-07-13 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, trees
[chemthan's solution](#)

3107.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2016-05-02 · GNU C++ (first AC) · Tags: brute force, geometry
[chemthan's solution](#)

3108.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, two pointers
[chemthan's solution](#)

3109.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2015-12-17 · GNU C++ (first AC) · Tags: dp, matrices
[chemthan's solution](#)

3110.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[chemthan's solution](#)

3111.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[chemthan's solution](#)

3112.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[chemthan's solution](#)

3113.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math
[chemthan's solution](#)

3114.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[chemthan's solution](#)

3115.

1184D2

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

Quality: 128 global accepts · Rating: 3100 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[chemthan's solution](#)

3116.

1184A3

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

Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-07 · last AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[chemthan's solution](#)

3117.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chemthan's solution](#)

3118.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-15 · last AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[chemthan's solution](#)

3119.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[chemthan's solution](#)

3120.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[chemthan's solution](#)

3121.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[chemthan's solution](#)

3122.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[chemthan's solution](#)

3123.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3124.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2017-09-24 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[chemthan's solution](#)

3125.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3126.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2016-08-10 · last AC: 2017-07-10 · GNU C++ (first AC) · Tags: flows, greedy

[chemthan's solution](#)

3127.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[chemthan's solution](#)

3128.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · last AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

3129.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-08-30 · last AC: 2016-08-30 · GNU C++ (first AC) · Tags: data structures, greedy

[chemthan's solution](#)

3130.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp, math

[chemthan's solution](#)

3131.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: data structures, string suffix structures

[chemthan's solution](#)

3132.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-02-27 · GNU C++ (first AC) · Tags: data structures, implementation

[chemthan's solution](#)

3133.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-15 · last AC: 2016-02-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy, math

[chemthan's solution](#)

3134.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: dp

[chemthan's solution](#)

3135.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2016-01-16 · GNU C++ (first AC) · Tags: 2-sat, binary search

[chemthan's solution](#)

3136.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2015-08-14 · GNU C++ (first AC) · Tags: geometry, sortings

[chemthan's solution](#)

3137.

1588E

[Eligible Segments](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[chemthan's solution](#)

3138.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[chemthan's solution](#)

3139.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-04 · last AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[chemthan's solution](#)

3140.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[chemthan's solution](#)

3141.

1184C3

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

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-08 · last AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3142.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-04-03 · last AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[chemthan's solution](#)

3143.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)

3144.

947F

[Public Service](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[chemthan's solution](#)

3145.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · last AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: games

[chemthan's solution](#)

3146.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-31 · Python 3 (first AC) · Tags: interactive, math, number theory

[chemthan's solution](#)

3147.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
[chemthan's solution](#)

3148.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chemthan's solution](#)

3149.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-08 · last AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[chemthan's solution](#)

3150.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: trees
[chemthan's solution](#)

3151.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[chemthan's solution](#)

3152.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-17 · last AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[chemthan's solution](#)

3153.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2017-01-05 · last AC: 2017-01-05 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[chemthan's solution](#)

3154.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[chemthan's solution](#)

3155.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[chemthan's solution](#)

3156.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs
[chemthan's solution](#)

3157.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: graph matchings, strings

[chemthan's solution](#)

3158.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[chemthan's solution](#)

3159.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[chemthan's solution](#)

3160.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-03-08 · last AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[chemthan's solution](#)

3161.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2018-12-12 · last AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

3162.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2018-08-14 · last AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[chemthan's solution](#)

3163.

866G

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

Rating: 3300 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[chemthan's solution](#)

3164.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-02-10 · last AC: 2016-02-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[chemthan's solution](#)

3165.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: dp, math, number theory

[chemthan's solution](#)

3166.

1137F

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

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[chemthan's solution](#)

3167.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[chemthan's solution](#)

3168.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[chemthan's solution](#)

3169.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2017-08-25 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[chemthan's solution](#)

3170.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[chemthan's solution](#)

3171.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2017-01-24 · last AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[chemthan's solution](#)

3172.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[chemthan's solution](#)

3173.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[chemthan's solution](#)

3174.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2018-12-11 · last AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[chemthan's solution](#)

3175.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[chemthan's solution](#)

3176.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3177.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[chemthan's solution](#)

3178.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[chemthan's solution](#)

3179.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[chemthan's solution](#)

3180.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[chemthan's solution](#)

3181.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[chemthan's solution](#)

3182.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[chemthan's solution](#)

3183.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[chemthan's solution](#)

3184.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[chemthan's solution](#)

3185.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3186.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3187.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3188.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3189.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3190.

102391I

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

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3191.

102391G

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

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3192.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3193.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3194.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3195.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3196.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3197.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3198.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[chemthan's solution](#)

3199.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3200.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3201.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3202.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3203.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3204.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3205.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3206.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[chemthan's solution](#)

3207.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3208.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3209.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3210.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3211.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3212.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3213.

102129D

[Basis Change](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3214.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[chemthan's solution](#)

3215.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[chemthan's solution](#)

3216.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[chemthan's solution](#)

3217.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3218.

102354J

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

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3219.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3220.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3221.

102354B

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

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3222.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3223.

101221F

[Messenger](#) · [Tutorial](#)

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

[chemthan's solution](#)

3224.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3225.

102452C

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

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3226.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3227.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3228.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3229.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3230.

102452J

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

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3231.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3232.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3233.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3234.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3235.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3236.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3237.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3238.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3239.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3240.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3241.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3242.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3243.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3244.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3245.

102460L

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

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3246.

102460E

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

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3247.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3248.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3249.

102460J

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

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3250.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3251.

102460K

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

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3252.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3253.

102460C

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

Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3254.

102275A

[On the Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3255.

102275B

[Bitstrings as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3256.

102275D

[Seafood](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3257.

102275C

[Grading](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3258.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3259.

102222L

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

Rating: — · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3260.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3261.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3262.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3263.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3264.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3265.

102222H

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

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3266.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[chemthan's solution](#)

3267.

102222B

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

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[chemthan's solution](#)

3268.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[chemthan's solution](#)

3269.

102222A

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

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[chemthan's solution](#)

3270.

102202G

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

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

3271.

102202F

[Eat Economically](#) · [Tutorial](#)

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

3272.

102202B

[Gosu](#) · [Tutorial](#)

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

3273.

102202A

[Rainbow Beads](#) · [Tutorial](#)

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

3274.

102202D

[A Plus Equals B](#) · [Tutorial](#)

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

3275.

102249D

[Trees as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[chemthan's solution](#)

3276.

101078H

[Pie Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[chemthan's solution](#)

3277.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[chemthan's solution](#)

3278.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[chemthan's solution](#)

3279.

100430B

[Divisible Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3280.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-11 · last AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3281.

102055F

[Cones](#) · [Tutorial](#)

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

[chemthan's solution](#)

3282.

102055J

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

Rating: — · first AC: 2019-02-15 · last AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3283.

102055E

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

Rating: — · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3284.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3285.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3286.

102055K

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

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3287.

102055B

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

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3288.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3289.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3290.

102055L

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

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3291.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3292.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · last AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3293.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3294.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3295.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3296.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3297.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3298.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3299.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3300.

101242B

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

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3301.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3302.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3303.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3304.

102059J

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

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3305.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3306.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3307.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3308.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3309.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3310.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3311.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3312.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3313.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · last AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3314.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3315.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3316.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3317.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3318.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3319.

101368E

[Hamiltonian polyhedron](#) · [Tutorial](#)

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

[chemthan's solution](#)

3320.

101368D

[Double cyclic](#) · [Tutorial](#)

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

[chemthan's solution](#)

3321.

101368A

[Battle](#) · [Tutorial](#)

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3322.

101368C

[Control function](#) · [Tutorial](#)

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

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3323.

101368F

[Rebus](#) · [Tutorial](#)

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

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3324.

101368J

[XYZX 2009](#) · [Tutorial](#)

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

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3325.

101368B

[Beatiful graph](#) · [Tutorial](#)

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

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3326.

101368G

[Problem Stacks](#) · [Tutorial](#)

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

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3327.

101380I

[2D to 3D](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3328.

101806X

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

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3329.

100971E

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

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3330.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

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3331.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · last AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3332.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3333.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3334.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3335.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3336.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3337.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3338.

102001B

[Rotating Gear](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · last AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3339.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3340.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3341.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3342.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3343.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3344.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
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3345.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3346.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3347.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3348.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3349.

102001E

[Artilleries and Defensive Walls](#) · [Tutorial](#)

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[chemthan's solution](#)

3350.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
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3351.

101986G

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

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3352.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
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3353.

101986I

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

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3354.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3355.

101986B

[Parallel Lines](#) · [Tutorial](#)

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3356.

101986A

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

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3357.

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3358.

101806U

[United States of Eurasia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · last AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3359.

101366G

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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3360.

101366I

[Tiny Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3361.

101366C

[A Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3362.

101366A

[Perspective](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3363.

101366E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3364.

101380A

[Enjoy Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3365.

101380G

[Questionable Genetic Detection](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3366.

101380H

[Strictly Off Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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3367.

101380D

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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3368.

101380C

[Completely Non-zero Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3369.

101773D

[Unsmooth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · last AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3370.

101773C

[Stripe Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3371.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3372.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3373.

101385D

[Interleave Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3374.

101821C

[Eat And Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3375.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3376.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3377.

101821F

[Lazy Hash Table](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3378.

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3379.

101385E

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

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3380.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3381.

101591B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3382.

101591L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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3383.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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3384.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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3385.

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

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3386.

101591C

[Rifleman](#) · [Tutorial](#)

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3387.

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3388.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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3389.

101591G

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3390.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3391.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3392.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
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3393.

101741K

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

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3394.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3395.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

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3396.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3397.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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3398.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3399.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3400.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3401.

101806W

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

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3402.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3403.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3404.

101793A

[Sledding down the mountain](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3405.

100448F

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3406.

100379F

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

Rating: — · first AC: 2017-11-30 · last AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3407.

100379J

[Move the \(p, q\)-knight to the corner!](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3408.

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3409.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3410.

100379G

[Wythoff's game with three piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3411.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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3412.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3413.

100379C

[Fibonacci number's ratio \(the hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3414.

100375H

[We Admit No Defeat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3415.

100375I

[Wex-Wex-Wex](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3416.

100375J

[Warlock-2 \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3417.

100375D

[Wild Card: Subway](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3418.

100375E

[Wild Card: Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
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3419.

100375G

[What is the Answer?](#) · [Tutorial](#)

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3420.

100375F

[Windrunner at Your Service](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3421.

100371M

[Hash-table \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3422.

100371L

[A dangerous game \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3423.

100373L

[Sergey and array \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3424.

100373G

[Sergey's division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3425.

100373K

[Sergey and pattern \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3426.

100373E

[Sergey's game](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3427.

100373D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3428.

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3429.

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3430.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3431.

100373H

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

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3432.

100371F

[Dura Lex](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3433.

100371I

[Probable diagnosis](#) · [Tutorial](#)

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[chemthan's solution](#)

3434.

100371J

[Zoological experiment](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · last AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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3435.

100371H

[A granite of science](#) · [Tutorial](#)

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3436.

100371G

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Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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3437.

100371K

[A game \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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3438.

100371E

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3439.

100371D

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Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3440.

101617C

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3441.

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3442.

101617D

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3443.

101617E

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3444.

101617F

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3445.

101617G

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3446.

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3447.

101617H

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3448.

101617J

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3449.

101617I

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Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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3450.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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3451.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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3452.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3453.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3454.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3455.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3456.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3457.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3458.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3459.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3460.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3461.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3462.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · last AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3463.

101615M

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Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3464.

101615G

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Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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3465.

101615D

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Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3466.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3467.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3468.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3469.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3470.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3471.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3472.

100431A

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

Rating: — · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3473.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3474.

100431F

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

Rating: — · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3475.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3476.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3477.

101367G

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Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3478.

101367D

[Heavy Disc](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3479.

101367I

[Fast Typing](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3480.

101367C

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

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3481.

101367B

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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3482.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3483.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3484.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3485.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3486.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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3487.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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3488.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3489.

101521E

[Bacteria Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3490.

101521I

[RNG](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3491.

101521A

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3492.

101521H

[Pokemon GO](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3493.

101521J

[Posters](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3494.

101521K

[Lattice Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3495.

101521L

[Textbook Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3496.

101521B

[Salt Trading](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3497.

101521F

[Anniversaries](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3498.

101521D

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3499.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3500.

101383E

[Unique identification](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3501.

101383C

[Floyd](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3502.

101383B

[Crosshair](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3503.

101383G

[Paratroopers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3504.

101383A

[Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3505.

101383F

[Mega Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3506.

101383D

[FourSquares](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3507.

101382F

[Rotor Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3508.

101382H

[Small Graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3509.

101382G

[Possible Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3510.

101382D

[4-Character Percentage](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3511.

101382B

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

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3512.

101382E

[Random Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3513.

101382A

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3514.

101382I

[High Speed](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3515.

101382C

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Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3516.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-01 · last AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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3517.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · last AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3518.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3519.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · last AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3520.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3521.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3522.

101480F

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

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3523.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3524.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3525.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3526.

101158K

[Black and White Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3527.

100541J

[Math Magic](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-27 · last AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3528.

101370I

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

Rating: — · first AC: 2017-07-08 · last AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3529.

100541F

[Coupled Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-27 · last AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3530.

100541G

[Production Planning](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3531.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3532.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3533.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3534.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3535.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3536.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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3537.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3538.

100499C

[Grid city](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3539.

100499H

[CCTV](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3540.

100499E

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3541.

100499F

[Tree again](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · last AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3542.

100499J

[Healthy Recipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3543.

100499G

[Visual Illusion](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3544.

100499I

[Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3545.

100499A

[Cool number](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3546.

100499D

[Pairwise Coprime Set](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3547.

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3548.

100491B

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · last AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3549.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3550.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · last AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3551.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3552.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3553.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
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3554.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3555.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
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3556.

101370H

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

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3557.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
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3558.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3559.

101370F

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

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3560.

101370A

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3561.

101370C

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

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[chemthan's solution](#)

3562.

100971I

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Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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3563.

100971H

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3564.

100971J

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3565.

100971M

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3566.

100971A

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3567.

100971L

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Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
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3568.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
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3569.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
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3570.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3571.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3572.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3573.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3574.

101371H

[Recover path](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3575.

101371C

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3576.

101371A

[Black-white balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-04 · last AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3577.

101371G

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3578.

101371D

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3579.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · last AC: 2017-06-26 · PyPy 3 (first AC) · Tags: —

[chemthan's solution](#)

3580.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3581.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3582.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3583.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3584.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3585.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3586.

101194A

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

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3587.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3588.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3589.

101206H

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

Rating: — · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3590.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3591.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3592.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3593.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3594.

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3595.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3596.

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3597.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3598.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3599.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3600.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3601.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3602.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3603.

101158C

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

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3604.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3605.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3606.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3607.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · last AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3608.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3609.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3610.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3611.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3612.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3613.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3614.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3615.

101240C

[Fighting all the Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3616.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3617.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3618.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3619.

101234G

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

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3620.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3621.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3622.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · last AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3623.

101147C

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3624.

101147K

[Touristic Trip](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3625.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3626.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3627.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3628.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3629.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · last AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3630.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3631.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3632.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3633.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3634.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3635.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

3636.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3637.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3638.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3639.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3640.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3641.

101161J

[Printing Press](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3642.

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · last AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3643.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3644.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3645.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3646.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3647.

101164J

[Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3648.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3649.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3650.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3651.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3652.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3653.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3654.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3655.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3656.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3657.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3658.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · last AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3659.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3660.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3661.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3662.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3663.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3664.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3665.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3666.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3667.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3668.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3669.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3670.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3671.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3672.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3673.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3674.

100963H

[Slippy Floors](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3675.

100927F

[Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3676.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · last AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3677.

100837F

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

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3678.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3679.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3680.

100837D

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

Rating: — · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3681.

100837B

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

Rating: — · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3682.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3683.

100876J

[Buying roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3684.

100876I

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3690.

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3692.

100927J

[One Way](#) · [Tutorial](#)

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[chemthan's solution](#)

3693.

100927D

[Numbers](#) · [Tutorial](#)

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[chemthan's solution](#)

3694.

100927K

[Wheels](#) · [Tutorial](#)

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3695.

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3696.

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3697.

100941E

[Creeping](#) · [Tutorial](#)

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3698.

100941I

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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3699.

100941D

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3700.

100941G

[Princess](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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3701.

100941A

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3702.

100941C

[Ballistic](#) · [Tutorial](#)

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3703.

100685B

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3704.

101142D

[Digital Addition](#) · [Tutorial](#)

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3705.

101142J

[Java2016](#) · [Tutorial](#)

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3706.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

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3707.

101142I

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3708.

101142B

[Boys and Girls](#) · [Tutorial](#)

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3709.

101142G

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Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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3710.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: —

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3711.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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3712.

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3713.

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3714.

101156B

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3715.

101137E

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[chemthan's solution](#)

3716.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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3717.

101137K

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3718.

101137G

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Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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3719.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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3720.

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Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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3721.

101137A

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3722.

101156K

[Seven-segment Display](#) · [Tutorial](#)

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3723.

101156H

[Vuglusr and Mouse](#) · [Tutorial](#)

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[chemthan's solution](#)

3724.

101156M

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3725.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
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3726.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
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3727.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

3728.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3729.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3730.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3731.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3732.

100765C

[King Berl VI](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3733.

100781H

[Hero Power](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3734.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3735.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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3736.

100796B

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Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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3737.

100975G

[The Game \(Building a Palindrome\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3738.

100975C

[Creativity](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3739.

100975I

[Ellipse and the Line](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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3740.

100975H

[Sieve Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3741.

100975J

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3742.

100975E

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3743.

100975D

[Strange Things](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · Java 8 (first AC) · Tags: —
[chemthan's solution](#)

3744.

100975B

[Divide et Impere](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3745.

100975F

[Simple Calculations](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3746.

100975A

[Black-White Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3747.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3748.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3749.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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3750.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3751.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3752.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

3753.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3754.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3755.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

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3756.

101150A

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3757.

100965C

[System](#) · [Tutorial](#)

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3758.

101097F

[Meteors](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · last AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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3759.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · last AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3760.

101078F

[Maze Recognition](#) · [Tutorial](#)

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3761.

101078J

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3762.

101078G

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3763.

101078C

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3764.

101078L

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Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3765.

101078I

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Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3766.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3767.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3768.

101138A

[Yet Another Problem with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · last AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3769.

101138H

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Rating: — · first AC: 2016-10-26 · last AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3770.

101138I

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Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3771.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3772.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3773.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3774.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

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[chemthan's solution](#)

3775.

101138G

[LCM-er](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3776.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3777.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3778.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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3779.

101090I

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3780.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3781.

101090A

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[chemthan's solution](#)

3782.

101090K

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3783.

101090H

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Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3784.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3785.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3786.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3787.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · Java 8 (first AC) · Tags: —
[chemthan's solution](#)

3788.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3789.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3790.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3791.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3792.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3793.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3794.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3795.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3796.

100685F

[Flood](#) · [Tutorial](#)

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3797.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

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3798.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

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3799.

100685I

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Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3800.

100685C

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3801.

100963G

[Exact Arithmetic](#) · [Tutorial](#)

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3802.

100963I

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

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3803.

100963J

[Once Upon A Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3804.

100963C

[First Experience](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3805.

100963B

[Greedy, Greedy](#) · [Tutorial](#)

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[chemthan's solution](#)

3806.

100963F

[Flame of Nucleus](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3807.

101097A

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3808.

101097D

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3809.

101097G

[Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3810.

101097B

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

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3811.

101097E

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3812.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3813.

101124F

[Determinant \(64 Mb ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3814.

101124E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3815.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3816.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3817.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3818.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3819.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3820.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3821.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3822.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3823.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3824.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3825.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3826.

100753M

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3827.

101116M

[Two Cowsheds](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3828.

101116L

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

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3829.

101116F

[Flight Plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3830.

101116D

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

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3831.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3832.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3833.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3834.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3835.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3836.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3837.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3838.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3839.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3840.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3841.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3842.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3843.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3844.

101104I

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

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3845.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3846.

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3847.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3848.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3849.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3850.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3851.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3852.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3853.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3854.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3855.

101095H

[Hexagonal Parcels](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3856.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3857.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3858.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —
[chemthan's solution](#)

3859.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3860.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3861.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3862.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3863.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3864.

101095B

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

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3865.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3866.

100783H

[Money Transfers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3867.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3868.

100783G

[Playing With Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3869.

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3870.

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3871.

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3872.

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3873.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3874.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3875.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3876.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3877.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[chemthan's solution](#)

3878.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chemthan's solution](#)

3879.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[chemthan's solution](#)

3880.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chemthan's solution](#)

3881.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[chemthan's solution](#)

3882.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[chemthan's solution](#)

3883.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3884.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3885.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3886.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3887.

100405E

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

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3888.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3889.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3890.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3891.

100307I

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

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3892.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3893.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3894.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3895.

100307J

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

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3896.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3897.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3898.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · last AC: 2016-08-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3899.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3900.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3901.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3902.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3903.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3904.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3905.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3906.

100796J

[Narrow Bus](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3907.

100608D

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

Rating: — · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3908.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3909.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3910.

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3911.

100517F

[Frequent Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · last AC: 2016-07-30 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

3912.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3913.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3914.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3915.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: —
[chemthan's solution](#)

3916.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3917.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3918.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3919.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3920.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3921.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3922.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3923.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · Java 8 (first AC) · Tags: —
[chemthan's solution](#)

3924.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-24 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

3925.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3926.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3927.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3928.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3929.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · last AC: 2016-07-19 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3930.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: math

[chemthan's solution](#)

3931.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: combinatorics, math

[chemthan's solution](#)

3932.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[chemthan's solution](#)

3933.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: math, number theory

[chemthan's solution](#)

3934.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[chemthan's solution](#)

3935.

100520C

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

Rating: — · first AC: 2016-07-18 · last AC: 2016-07-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3936.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · last AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3937.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3938.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3939.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3940.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3941.

100803E

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

Rating: — · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3942.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3943.

100965E

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3944.

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3945.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · last AC: 2016-07-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3946.

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

3947.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3948.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3949.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3950.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3951.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: data structures

[chemthan's solution](#)

3952.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: dp, probabilities

[chemthan's solution](#)

3953.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[chemthan's solution](#)

3954.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3955.

100958I

[Substring Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3956.

100958H

[Distance Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3957.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3958.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · last AC: 2016-07-11 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3959.

100958F

[Directions](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · last AC: 2016-07-11 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3960.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · last AC: 2016-07-11 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3961.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3962.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3963.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3964.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3965.

100825A

[Being Solarly Systematic](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3966.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3967.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3968.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3969.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3970.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3971.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3972.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3973.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3974.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3975.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-02 · last AC: 2016-07-02 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3976.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3977.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3978.

100524A

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

Rating: — · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3979.

100554E

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

Rating: — · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3980.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-29 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

3981.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3982.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3983.

100554G

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

Rating: — · first AC: 2016-06-23 · last AC: 2016-06-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3984.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3985.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3986.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3987.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

3988.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3989.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3990.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3991.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3992.

100608G

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

Rating: — · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3993.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3994.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · last AC: 2016-06-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3995.

100917K

[Krotek](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-20 · last AC: 2016-06-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3996.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3997.

100917E

[Extreme Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3998.

100917I

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

Rating: — · first AC: 2016-06-17 · last AC: 2016-06-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

3999.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4000.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4001.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4002.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4003.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4004.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4005.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4006.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-16 · last AC: 2016-06-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4007.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4008.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4009.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4010.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4011.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4012.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · last AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4013.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4014.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4015.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4016.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4017.

100959L

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

Rating: — · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4018.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4019.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4020.

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4021.

100851H

[Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · last AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4022.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4023.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4024.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4025.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4026.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4027.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4028.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4029.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4030.

100960G

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

Rating: — · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4031.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4032.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4033.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-31 · last AC: 2016-05-31 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4034.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-31 · last AC: 2016-05-31 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4035.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4036.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4037.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-31 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4038.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4039.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · Java 8 (first AC) · Tags: —

[chemthan's solution](#)

4040.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · last AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4041.

100851K

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

Rating: — · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4042.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4043.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4044.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4045.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[chemthan's solution](#)

4046.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4047.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · last AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4048.

100883I

[Teleportia](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4049.

100883D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4050.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4051.

100883E

[xortion](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4052.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4053.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4054.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4055.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4056.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4057.

100878A

[Boomerang Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4058.

100878B

[Carnival Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4059.

100878C

[Snakes and Ladders](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4060.

100878D

[Costly Labels](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4061.

100875D

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

Rating: — · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4062.

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4063.

100875A

[Coding Contest Creation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4064.

100875C

[Yachtzee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4065.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4066.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4067.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4068.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4069.

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4070.

100812H

[Sheep in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4071.

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4072.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4073.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4074.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4075.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4076.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4077.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4078.

100624G

[Jewel heist](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · last AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4079.

100624B

[Who wants to live forever?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4080.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

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

[chemthan's solution](#)

4081.

100624D

[Non-boring sequences](#) · [Tutorial](#)

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

[chemthan's solution](#)

4082.

100624E

[Word equations](#) · [Tutorial](#)

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

[chemthan's solution](#)

4083.

100624J

[Conservation](#) · [Tutorial](#)

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

[chemthan's solution](#)

4084.

100624C

[Chemist's vows](#) · [Tutorial](#)

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

[chemthan's solution](#)

4085.

100624A

[Kingdoms](#) · [Tutorial](#)

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

[chemthan's solution](#)

4086.

100624H

[Darts](#) · [Tutorial](#)

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

[chemthan's solution](#)

4087.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4088.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4089.

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4090.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4091.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4092.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4093.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4094.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4095.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4096.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4097.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · last AC: 2015-11-02 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4098.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4099.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4100.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4101.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4102.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4103.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4104.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4105.

100803G

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

Rating: — · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4106.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4107.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4108.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4109.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4110.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4111.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4112.

100796E

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

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4113.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4114.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4115.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4116.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4117.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4118.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4119.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4120.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4121.

100784FN

[Furry Nuisance](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4122.

100784F0

[Fence Orthogonality](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4123.

100784FS

[False Sense of Security](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4124.

100784FR

[Frozen Rose-Heads](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4125.

100784FQ

[Frustrated Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4126.

100784FL

[Fractional Lotion](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4127.

100733J

[Summer Wars](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4128.

100733I

[The Cool Monkeys](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4129.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4130.

100733G

[No Negotions](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4131.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4132.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4133.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4134.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4135.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4136.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4137.

100765E

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4138.

100765J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4139.

100765F

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4140.

100765I

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4141.

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4142.

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · Java 8 (first AC) · Tags: —
[chemthan's solution](#)

4143.

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4144.

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: —
[chemthan's solution](#)

4145.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4146.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4147.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4148.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4149.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4150.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4151.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4152.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4153.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4154.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4155.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4156.

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4157.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4158.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4159.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4160.

100735B

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

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4161.

100735D

[Triangle Formation](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4162.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4163.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4164.

100699N8

[deck](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4165.

100699N7

[rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4166.

100699N3

[calc](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4167.

100699N2

[triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4168.

100699N5

[islands](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4169.

100699N4

[tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4170.

100699N1

[string](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4171.

100739K

[Easy vector](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-15 · last AC: 2015-09-15 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4172.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · last AC: 2015-09-10 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4173.

100739J

[Longest cheap palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4174.

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4175.

100739F

[What were those numbers?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4176.

100739G

[Old town](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4177.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4178.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4179.

100739B

[Yet another vector problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4180.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4181.

100738L

[Plantations](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4182.

100738C

[Rating Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4183.

100738A

[Fitting boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4184.

100738D

[Degree Sequence Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4185.

100738K

[New GPU](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4186.

100738B

[Board with lights and switches](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4187.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4188.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4189.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4190.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4191.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4192.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4193.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · last AC: 2015-07-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4194.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · last AC: 2015-07-18 · GNU C++ (first AC) · Tags: —

[chemthan's solution](#)

4195.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · last AC: 2015-07-18 · GNU C++ (first AC) · Tags: —

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4196.

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