

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

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# Unique solved — chielo

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

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

Filters: none

Count: 782

1.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-08-13 · last AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[chielo's solution](#)

2.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2022-08-16 · PyPy 3 (first AC) · Tags: greedy, math  
[chielo's solution](#)

3.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-10 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings  
[chielo's solution](#)

4.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: constructive algorithms, strings  
[chielo's solution](#)

5.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: implementation, math  
[chielo's solution](#)

6.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: greedy, math  
[chielo's solution](#)

7.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: games, greedy, sortings  
[chielo's solution](#)

8.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: geometry, math  
[chielo's solution](#)

9.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation  
[chielo's solution](#)

10.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[chielo's solution](#)

**11.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: greedy, math  
[chielo's solution](#)

**12.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,810 global accepts · Rating: 800 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: greedy  
[chielo's solution](#)

**13.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,597 global accepts · Rating: 800 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: greedy, sortings  
[chielo's solution](#)

**14.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory  
[chielo's solution](#)

**15.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[chielo's solution](#)

**16.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,583 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: greedy  
[chielo's solution](#)

**17.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: math  
[chielo's solution](#)

**18.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[chielo's solution](#)

**19.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math  
[chielo's solution](#)

**20.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,478 global accepts · Rating: 800 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: greedy, implementation, math, number theory  
[chielo's solution](#)

**21.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,256 global accepts · Rating: 800 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math  
[chielo's solution](#)

**22.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,191 global accepts · Rating: 800 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, math  
[chielo's solution](#)

**23.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-05-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[chielo's solution](#)

**24.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,127 global accepts · Rating: 800 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: greedy, sortings  
[chielo's solution](#)

**25.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,587 global accepts · Rating: 800 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[chielo's solution](#)

**26.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-04-30 · PyPy 3 (first AC) · Tags: implementation, strings  
[chielo's solution](#)

**27.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: implementation, sortings, strings  
[chielo's solution](#)

**28.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**29.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-14 · PyPy 3 (first AC) · Tags: math  
[chielo's solution](#)

**30.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-03-05 · Python 3 (first AC) · Tags: math  
[chielo's solution](#)

**31.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · PyPy 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**32.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,913 global accepts · Rating: 800 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[chielo's solution](#)

**33.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2018-09-16 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings  
[chielo's solution](#)

**34.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · PyPy 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**35.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,380 global accepts · Rating: 800 · first AC: 2017-11-19 · PyPy 2 (first AC) · Tags: brute force, dp  
[chielo's solution](#)

**36.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · Python 3 (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**37.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math  
[chielo's solution](#)

**38.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · Python 3 (first AC) · Tags: games, math  
[chielo's solution](#)

**39.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,147 global accepts · Rating: 800 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[chielo's solution](#)

**40.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · Python 3 (first AC) · Tags: brute force, implementation, math  
[chielo's solution](#)

**41.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,838 global accepts · Rating: 800 · first AC: 2016-10-17 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[chielo's solution](#)

**42.**

723A

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

Quality: 100,719 global accepts · Rating: 800 · first AC: 2016-10-03 · Python 3 (first AC) · Tags: implementation, math, sortings  
[chielo's solution](#)

**43.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**44.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**45.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,102 global accepts · Rating: 800 · first AC: 2016-08-07 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**46.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,591 global accepts · Rating: 800 · first AC: 2016-08-04 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**47.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,015 global accepts · Rating: 800 · first AC: 2014-11-23 · Python 2 (first AC) · Tags: greedy, implementation, sortings  
[chielo's solution](#)

**48.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-11-10 · PyPy 3 (first AC) · Tags: math  
[chielo's solution](#)

**49.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,986 global accepts · Rating: 900 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[chielo's solution](#)

**50.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[chielo's solution](#)

**51.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: implementation, math  
[chielo's solution](#)

**52.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,682 global accepts · Rating: 900 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: games  
[chielo's solution](#)

**53.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[chielo's solution](#)

**54.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings  
[chielo's solution](#)

**55.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · Python 2 (first AC) · Tags: implementation  
[chielo's solution](#)

**56.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · PyPy 2 (first AC) · Tags: greedy, implementation  
[chielo's solution](#)

**57.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · PyPy 2 (first AC) · Tags: math  
[chielo's solution](#)

**58.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**59.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,218 global accepts · Rating: 900 · first AC: 2017-04-21 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings  
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**60.**

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · Python 3 (first AC) · Tags: constructive algorithms, implementation  
[chielo's solution](#)

**61.**

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · Python 3 (first AC) · Tags: implementation, math  
[chielo's solution](#)

**62.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · Python 3 (first AC) · Tags: implementation, strings  
[chielo's solution](#)

**63.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,240 global accepts · Rating: 1000 · first AC: 2023-10-29 · Rust 2021 (first AC) · Tags: math  
[chielo's solution](#)

**64.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[chielo's solution](#)

**65.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: greedy, math

[chielo's solution](#)

**66.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[chielo's solution](#)

**67.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1000 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[chielo's solution](#)

**68.**

1359B

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

Quality: 29,384 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[chielo's solution](#)

**69.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, greedy, math

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**70.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, sortings

[chielo's solution](#)

**71.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**72.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: greedy, math

[chielo's solution](#)

**73.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-01-02 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[chielo's solution](#)

**74.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**75.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-14 · PyPy 3 (first AC) · Tags: brute force, implementation

[chielo's solution](#)

**76.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · PyPy 3 (first AC) · Tags: brute force, math

[chielo's solution](#)

**77.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2019-03-12 · Python 3 (first AC) · Tags: implementation

[chielo's solution](#)

**78.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · PyPy 3 (first AC) · Tags: implementation

[chielo's solution](#)

**79.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**80.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**81.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[chielo's solution](#)

**82.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · Python 3 (first AC) · Tags: brute force, greedy, sortings

[chielo's solution](#)

**83.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · Python 2 (first AC) · Tags: brute force, implementation

[chielo's solution](#)

**84.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · Python 3 (first AC) · Tags: greedy

[chielo's solution](#)

**85.**

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · Python 3 (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**86.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · Python 3 (first AC) · Tags: implementation

[chielo's solution](#)

**87.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,376 global accepts · Rating: 1000 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chielo's solution](#)

**88.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · Python 3 (first AC) · Tags: brute force, constructive algorithms, strings  
[chielo's solution](#)

**89.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**90.**

732B

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

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · Python 3 (first AC) · Tags: dp, greedy  
[chielo's solution](#)

**91.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**92.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**93.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: implementation, math  
[chielo's solution](#)

**94.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-14 · Python 3 (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**95.**

476A

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

Quality: 51,615 global accepts · Rating: 1000 · first AC: 2014-10-12 · Python 2 (first AC) · Tags: implementation, math  
[chielo's solution](#)

**96.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2013-07-27 · last AC: 2013-07-27 · Python 3 (first AC) · Tags: implementation  
[chielo's solution](#)

**97.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[chielo's solution](#)

**98.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[chielo's solution](#)

**99.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[chielo's solution](#)

**100.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory  
[chielo's solution](#)

**101.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: binary search, greedy, math  
[chielo's solution](#)

**102.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: games, greedy, implementation  
[chielo's solution](#)

**103.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[chielo's solution](#)

**104.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, strings  
[chielo's solution](#)

**105.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · last AC: 2020-04-11 · PyPy 3 (first AC) · Tags: greedy, sortings  
[chielo's solution](#)

**106.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[chielo's solution](#)

**107.**

1327A

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

Quality: 45,734 global accepts · Rating: 1100 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: math  
[chielo's solution](#)

**108.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[chielo's solution](#)

**109.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · Python 3 (first AC) · Tags: implementation

[chielo's solution](#)

**110.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · PyPy 2 (first AC) · Tags: data structures, implementation

[chielo's solution](#)

**111.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[chielo's solution](#)

**112.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · Python 3 (first AC) · Tags: math

[chielo's solution](#)

**113.**

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · Python 3 (first AC) · Tags: expression parsing, implementation, strings

[chielo's solution](#)

**114.**

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · Python 3 (first AC) · Tags: implementation

[chielo's solution](#)

**115.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · Python 3 (first AC) · Tags: games, math

[chielo's solution](#)

**116.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[chielo's solution](#)

**117.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[chielo's solution](#)

**118.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[chielo's solution](#)

**119.**

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-05-24 · Python 3 (first AC) · Tags: brute force, implementation

[chielo's solution](#)

**120.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2013-10-01 · GNU C (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**121.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[chielo's solution](#)

**122.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2020-09-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[chielo's solution](#)

**123.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**124.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: brute force, greedy, two pointers

[chielo's solution](#)

**125.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: greedy

[chielo's solution](#)

**126.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[chielo's solution](#)

**127.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**128.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: brute force, data structures, number theory, two pointers

[chielo's solution](#)

**129.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[chielo's solution](#)

**130.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-05-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[chielo's solution](#)

**131.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[chielo's solution](#)

**132.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: brute force, implementation, math  
[chielo's solution](#)

**133.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[chielo's solution](#)

**134.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[chielo's solution](#)

**135.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[chielo's solution](#)

**136.**

1029B

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

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[chielo's solution](#)

**137.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[chielo's solution](#)

**138.**

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[chielo's solution](#)

**139.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy  
[chielo's solution](#)

**140.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-03-05 · Python 3 (first AC) · Tags: binary search, greedy, sortings  
[chielo's solution](#)

**141.**

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · PyPy 3 (first AC) · Tags: implementation, math, number theory  
[chielo's solution](#)

**142.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · PyPy 3 (first AC) · Tags: greedy, strings

[chielo's solution](#)

**143.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

[chielo's solution](#)

**144.**

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · last AC: 2018-05-21 · Python 3 (first AC) · Tags: implementation

[chielo's solution](#)

**145.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[chielo's solution](#)

**146.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1200 · first AC: 2017-11-17 · PyPy 2 (first AC) · Tags: greedy, implementation, two pointers

[chielo's solution](#)

**147.**

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · PyPy 2 (first AC) · Tags: brute force, math

[chielo's solution](#)

**148.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · Python 3 (first AC) · Tags: constructive algorithms, math

[chielo's solution](#)

**149.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2017-07-24 · PyPy 3 (first AC) · Tags: number theory

[chielo's solution](#)

**150.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[chielo's solution](#)

**151.**

690D1

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

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

[chielo's solution](#)

**152.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**153.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[chielo's solution](#)

### 154.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[chielo's solution](#)

### 155.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[chielo's solution](#)

### 156.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[chielo's solution](#)

### 157.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,394 global accepts · Rating: 1300 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[chielo's solution](#)

### 158.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[chielo's solution](#)

### 159.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[chielo's solution](#)

### 160.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

### 161.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,183 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[chielo's solution](#)

### 162.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,960 global accepts · Rating: 1300 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: math, two pointers

[chielo's solution](#)

### 163.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[chielo's solution](#)

**164.**

1220C

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

Quality: 10,814 global accepts · Rating: 1300 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: games, greedy, strings  
[chielo's solution](#)

**165.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: math, number theory  
[chielo's solution](#)

**166.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: greedy  
[chielo's solution](#)

**167.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: binary search, math  
[chielo's solution](#)

**168.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2019-03-12 · PyPy 3 (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**169.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · PyPy 3 (first AC) · Tags: binary search, math  
[chielo's solution](#)

**170.**

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[chielo's solution](#)

**171.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[chielo's solution](#)

**172.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · Python 3 (first AC) · Tags: constructive algorithms, math  
[chielo's solution](#)

**173.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy  
[chielo's solution](#)

**174.**

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · PyPy 2 (first AC) · Tags: implementation, math, number theory  
[chielo's solution](#)

**175.**

862B

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

Quality: 25,652 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[chielo's solution](#)

**176.**

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[chielo's solution](#)

**177.**

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[chielo's solution](#)

**178.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · Python 3 (first AC) · Tags: brute force, dp, strings  
[chielo's solution](#)

**179.**

690C1

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

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

**180.**

690F1

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

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

**181.**

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: constructive algorithms, sortings  
[chielo's solution](#)

**182.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2014-10-13 · Python 2 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[chielo's solution](#)

**183.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2020-09-07 · PyPy 3 (first AC) · Tags: brute force, games  
[chielo's solution](#)

**184.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[chielo's solution](#)

**185.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[chielo's solution](#)

**186.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory

[chielo's solution](#)

**187.**

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chielo's solution](#)

**188.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,126 global accepts · Rating: 1400 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: implementation, strings

[chielo's solution](#)

**189.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[chielo's solution](#)

**190.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[chielo's solution](#)

**191.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[chielo's solution](#)

**192.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math, sortings

[chielo's solution](#)

**193.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[chielo's solution](#)

**194.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[chielo's solution](#)

**195.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-03-05 · Python 3 (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**196.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[chielo's solution](#)

**197.**

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**198.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[chielo's solution](#)

**199.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[chielo's solution](#)

**200.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,984 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[chielo's solution](#)

**201.**

602B

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

Quality: 12,074 global accepts · Rating: 1400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[chielo's solution](#)

**202.**

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2017-07-24 · PyPy 3 (first AC) · Tags: implementation, math, number theory

[chielo's solution](#)

**203.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[chielo's solution](#)

**204.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-25 · Python 3 (first AC) · Tags: greedy

[chielo's solution](#)

**205.**

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · Python 3 (first AC) · Tags: brute force, sortings

[chielo's solution](#)

**206.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,058 global accepts · Rating: 1400 · first AC: 2016-08-04 · Python 3 (first AC) · Tags: implementation, math

[chielo's solution](#)

**207.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · Python 3 (first AC) · Tags: brute force, implementation, math, strings  
[chielo's solution](#)

**208.**

550B

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

Quality: 27,453 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force  
[chielo's solution](#)

**209.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[chielo's solution](#)

**210.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · Python 3 (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**211.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · Python 3 (first AC) · Tags: dp, greedy, math  
[chielo's solution](#)

**212.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings  
[chielo's solution](#)

**213.**

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-07-28 · last AC: 2013-07-28 · Python 3 (first AC) · Tags: sortings  
[chielo's solution](#)

**214.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-11-10 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation, two pointers  
[chielo's solution](#)

**215.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[chielo's solution](#)

**216.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[chielo's solution](#)

**217.**

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[chielo's solution](#)

**218.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: combinatorics, dp, graphs, math  
[chielo's solution](#)

**219.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[chielo's solution](#)

**220.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, two pointers  
[chielo's solution](#)

**221.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory  
[chielo's solution](#)

**222.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · PyPy 3 (first AC) · Tags: brute force, implementation, strings  
[chielo's solution](#)

**223.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1500 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[chielo's solution](#)

**224.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[chielo's solution](#)

**225.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[chielo's solution](#)

**226.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[chielo's solution](#)

**227.**

1368B

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

Quality: 21,436 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[chielo's solution](#)

**228.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: greedy, math  
[chielo's solution](#)

**229.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[chielo's solution](#)

**230.**

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2020-05-15 · PyPy 3 (first AC) · Tags: math, number theory  
[chielo's solution](#)

**231.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-04-30 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search  
[chielo's solution](#)

**232.**

1179A

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

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[chielo's solution](#)

**233.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[chielo's solution](#)

**234.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
[chielo's solution](#)

**235.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-20 · PyPy 3 (first AC) · Tags: greedy  
[chielo's solution](#)

**236.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[chielo's solution](#)

**237.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-01-02 · PyPy 3 (first AC) · Tags: greedy, math  
[chielo's solution](#)

**238.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[chielo's solution](#)

**239.**

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[chielo's solution](#)

**240.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[chielo's solution](#)

**241.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2019-03-12 · PyPy 3 (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**242.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[chielo's solution](#)

**243.**

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[chielo's solution](#)

**244.**

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[chielo's solution](#)

**245.**

256A

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

Rating: 1500 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers  
[chielo's solution](#)

**246.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[chielo's solution](#)

**247.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · Python 3 (first AC) · Tags: greedy  
[chielo's solution](#)

**248.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[chielo's solution](#)

**249.**

876D

[Sorting the Coins](#) · [Tutorial](#)

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

[chielo's solution](#)

**250.**

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chielo's solution](#)

**251.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[chielo's solution](#)

**252.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: brute force, math, number theory

[chielo's solution](#)

**253.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[chielo's solution](#)

**254.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · Python 3 (first AC) · Tags: constructive algorithms, math

[chielo's solution](#)

**255.**

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-14 · Python 3 (first AC) · Tags: brute force, data structures, implementation, trees

[chielo's solution](#)

**256.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: geometry, implementation, math

[chielo's solution](#)

**257.**

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · Python 2 (first AC) · Tags: dsu, implementation

[chielo's solution](#)

**258.**

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2013-07-14 · GNU C (first AC) · Tags: greedy

[chielo's solution](#)

**259.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[chielo's solution](#)

**260.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: trees

[chielo's solution](#)

**261.**

1396A

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

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

[chielo's solution](#)

**262.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,620 global accepts · Rating: 1600 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: data structures, dp, math

[chielo's solution](#)

**263.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[chielo's solution](#)

**264.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[chielo's solution](#)

**265.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[chielo's solution](#)

**266.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[chielo's solution](#)

**267.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: games, trees

[chielo's solution](#)

**268.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**269.**

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[chielo's solution](#)

**270.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, sortings

[chielo's solution](#)

**271.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[chielo's solution](#)

**272.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings  
[chielo's solution](#)

**273.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers  
[chielo's solution](#)

**274.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: math, number theory  
[chielo's solution](#)

**275.**

1336A

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

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[chielo's solution](#)

**276.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[chielo's solution](#)

**277.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[chielo's solution](#)

**278.**

343B

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

Quality: 17,296 global accepts · Rating: 1600 · first AC: 2020-02-14 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation  
[chielo's solution](#)

**279.**

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2020-02-14 · PyPy 3 (first AC) · Tags: math, number theory  
[chielo's solution](#)

**280.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[chielo's solution](#)

**281.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[chielo's solution](#)

**282.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[chielo's solution](#)

**283.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2020-01-20 · PyPy 3 (first AC) · Tags: sortings, two pointers

[chielo's solution](#)

**284.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[chielo's solution](#)

**285.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[chielo's solution](#)

**286.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[chielo's solution](#)

**287.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[chielo's solution](#)

**288.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · PyPy 3 (first AC) · Tags: math

[chielo's solution](#)

**289.**

445C

[DZY Loves Physics](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[chielo's solution](#)

**290.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chielo's solution](#)

**291.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chielo's solution](#)

**292.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[chielo's solution](#)

**293.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation, strings

[chielo's solution](#)

**294.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1600 · first AC: 2017-07-24 · Python 3 (first AC) · Tags: number theory

[chielo's solution](#)

**295.**

764C

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

Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[chielo's solution](#)

**296.**

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[chielo's solution](#)

**297.**

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: greedy

[chielo's solution](#)

**298.**

716C

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

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

[chielo's solution](#)

**299.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 1600 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dp, strings

[chielo's solution](#)

**300.**

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[chielo's solution](#)

**301.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-13 · Python 3 (first AC) · Tags: implementation, strings

[chielo's solution](#)

**302.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[chielo's solution](#)

**303.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Python 3 (first AC) · Tags: binary search, brute force, greedy,

implementation, math

[chielo's solution](#)

**304.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

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

[chielo's solution](#)

**305.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: greedy, math, sortings

[chielo's solution](#)

**306.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-08-07 · GNU C (first AC) · Tags: brute force

[chielo's solution](#)

**307.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[chielo's solution](#)

**308.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[chielo's solution](#)

**309.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[chielo's solution](#)

**310.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: dp, greedy

[chielo's solution](#)

**311.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chielo's solution](#)

**312.**

1383A

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

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

[chielo's solution](#)

**313.**

1381A2

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

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

[chielo's solution](#)

**314.**

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math  
[chielo's solution](#)

**315.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[chielo's solution](#)

**316.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: binary search, math  
[chielo's solution](#)

**317.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[chielo's solution](#)

**318.**

759A

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

Rating: 1700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[chielo's solution](#)

**319.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings  
[chielo's solution](#)

**320.**

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  
[chielo's solution](#)

**321.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math  
[chielo's solution](#)

**322.**

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  
[chielo's solution](#)

**323.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation  
[chielo's solution](#)

**324.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[chielo's solution](#)

**325.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[chielo's solution](#)

**326.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[chielo's solution](#)

**327.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-02 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, implementation

[chielo's solution](#)

**328.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[chielo's solution](#)

**329.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[chielo's solution](#)

**330.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[chielo's solution](#)

**331.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[chielo's solution](#)

**332.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[chielo's solution](#)

**333.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[chielo's solution](#)

**334.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[chielo's solution](#)

**335.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[chielo's solution](#)

**336.**

834C

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

Rating: 1700 · first AC: 2017-07-30 · last AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[chielo's solution](#)

**337.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2017-07-20 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[chielo's solution](#)

**338.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[chielo's solution](#)

**339.**

798C

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

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[chielo's solution](#)

**340.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[chielo's solution](#)

**341.**

719C

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

Rating: 1700 · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: dp, implementation, math

[chielo's solution](#)

**342.**

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: dfs and similar, dsu, math

[chielo's solution](#)

**343.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-24 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[chielo's solution](#)

**344.**

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2023-10-30 · last AC: 2023-10-31 · Rust 2021 (first AC) · Tags: data structures, implementation

[chielo's solution](#)

**345.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[chielo's solution](#)

**346.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[chielo's solution](#)

**347.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-11-10 · PyPy 3 (first AC) · Tags: constructive algorithms

[chielo's solution](#)

**348.**

934C

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

Rating: 1800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[chielo's solution](#)

**349.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[chielo's solution](#)

**350.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,937 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[chielo's solution](#)

**351.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[chielo's solution](#)

**352.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[chielo's solution](#)

**353.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · PyPy 3 (first AC) · Tags: dp, greedy, sortings, two pointers

[chielo's solution](#)

**354.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[chielo's solution](#)

**355.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chielo's solution](#)

**356.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[chielo's solution](#)

**357.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[chielo's solution](#)

**358.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[chielo's solution](#)

**359.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[chielo's solution](#)

**360.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[chielo's solution](#)

**361.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[chielo's solution](#)

**362.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[chielo's solution](#)

**363.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[chielo's solution](#)

**364.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[chielo's solution](#)

**365.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[chielo's solution](#)

**366.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[chielo's solution](#)

**367.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math  
[chielo's solution](#)

**368.**

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[chielo's solution](#)

**369.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[chielo's solution](#)

**370.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-14 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees  
[chielo's solution](#)

**371.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[chielo's solution](#)

**372.**

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[chielo's solution](#)

**373.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[chielo's solution](#)

**374.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[chielo's solution](#)

**375.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chielo's solution](#)

**376.**

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

[chielo's solution](#)

**377.**

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chielo's solution](#)

**378.**

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, expression parsing, implementation

[chielo's solution](#)

**379.**

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[chielo's solution](#)

**380.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[chielo's solution](#)

**381.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[chielo's solution](#)

**382.**

733C

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

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

[chielo's solution](#)

**383.**

724C

[Ray Tracing](#) · [Tutorial](#)

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

[chielo's solution](#)

**384.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · Python 3 (first AC) · Tags: implementation, strings

[chielo's solution](#)

**385.**

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2013-07-14 · GNU C (first AC) · Tags: implementation

[chielo's solution](#)

**386.**

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[chielo's solution](#)

**387.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[chielo's solution](#)

**388.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[chielo's solution](#)

**389.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[chielo's solution](#)

**390.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[chielo's solution](#)

**391.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, sortings

[chielo's solution](#)

**392.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[chielo's solution](#)

**393.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[chielo's solution](#)

**394.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[chielo's solution](#)

**395.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[chielo's solution](#)

**396.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · last AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[chielo's solution](#)

**397.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[chielo's solution](#)

**398.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[chielo's solution](#)

**399.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: bitmasks, math, number theory

[chielo's solution](#)

**400.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[chielo's solution](#)

**401.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[chielo's solution](#)

**402.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, sortings

[chielo's solution](#)

**403.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[chielo's solution](#)

**404.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[chielo's solution](#)

**405.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[chielo's solution](#)

**406.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[chielo's solution](#)

**407.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[chielo's solution](#)

**408.**

1078A

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

Rating: 1900 · first AC: 2018-11-18 · PyPy 3 (first AC) · Tags: geometry, implementation, math, shortest paths

[chielo's solution](#)

**409.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chielo's solution](#)

**410.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[chielo's solution](#)

**411.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[chielo's solution](#)

**412.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[chielo's solution](#)

**413.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[chielo's solution](#)

**414.**

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chielo's solution](#)

**415.**

849D

[Rooter's Song](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[chielo's solution](#)

**416.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[chielo's solution](#)

**417.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[chielo's solution](#)

**418.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: matrices  
[chielo's solution](#)

**419.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation  
[chielo's solution](#)

**420.**

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures, strings  
[chielo's solution](#)

**421.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, greedy, math  
[chielo's solution](#)

**422.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[chielo's solution](#)

**423.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: dp, games, strings  
[chielo's solution](#)

**424.**

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory  
[chielo's solution](#)

**425.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · Rust 2021 (first AC) · Tags: bitmasks, data structures  
[chielo's solution](#)

**426.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer, dp, greedy, math, sortings, strings, trees

[chielo's solution](#)

**427.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[chielo's solution](#)

**428.**

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[chielo's solution](#)

**429.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,769 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[chielo's solution](#)

**430.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[chielo's solution](#)

**431.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[chielo's solution](#)

**432.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[chielo's solution](#)

**433.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chielo's solution](#)

**434.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[chielo's solution](#)

**435.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[chielo's solution](#)

**436.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[chielo's solution](#)

**437.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[chielo's solution](#)

**438.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[chielo's solution](#)

**439.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[chielo's solution](#)

**440.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[chielo's solution](#)

**441.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[chielo's solution](#)

**442.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[chielo's solution](#)

**443.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees  
[chielo's solution](#)

**444.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[chielo's solution](#)

**445.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers  
[chielo's solution](#)

**446.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[chielo's solution](#)

**447.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[chielo's solution](#)

**448.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[chielo's solution](#)

**449.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-14 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[chielo's solution](#)

**450.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-14 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[chielo's solution](#)

**451.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[chielo's solution](#)

**452.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[chielo's solution](#)

**453.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[chielo's solution](#)

**454.**

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[chielo's solution](#)

**455.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[chielo's solution](#)

**456.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[chielo's solution](#)

**457.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[chielo's solution](#)

**458.**

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  
[chielo's solution](#)

**459.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive  
[chielo's solution](#)

**460.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[chielo's solution](#)

**461.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math  
[chielo's solution](#)

**462.**

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, graph matchings, greedy  
[chielo's solution](#)

**463.**

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  
[chielo's solution](#)

**464.**

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: combinatorics, math, number theory  
[chielo's solution](#)

**465.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings  
[chielo's solution](#)

**466.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-04-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers  
[chielo's solution](#)

**467.**

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: binary search, brute force, greedy,

implementation

[chielo's solution](#)

**468.**

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chielo's solution](#)

**469.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[chielo's solution](#)

**470.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[chielo's solution](#)

**471.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[chielo's solution](#)

**472.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[chielo's solution](#)

**473.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: brute force, dp, games, greedy

[chielo's solution](#)

**474.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[chielo's solution](#)

**475.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[chielo's solution](#)

**476.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[chielo's solution](#)

**477.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, sortings

[chielo's solution](#)

**478.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: binary search, implementation, interactive, math

[chielo's solution](#)

**479.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[chielo's solution](#)

**480.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[chielo's solution](#)

**481.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2020-05-15 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[chielo's solution](#)

**482.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[chielo's solution](#)

**483.**

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[chielo's solution](#)

**484.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[chielo's solution](#)

**485.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[chielo's solution](#)

**486.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[chielo's solution](#)

**487.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[chielo's solution](#)

**488.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[chielo's solution](#)

**489.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[chielo's solution](#)

**490.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[chielo's solution](#)

**491.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[chielo's solution](#)

**492.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[chielo's solution](#)

**493.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chielo's solution](#)

**494.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[chielo's solution](#)

**495.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[chielo's solution](#)

**496.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[chielo's solution](#)

**497.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[chielo's solution](#)

**498.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[chielo's solution](#)

**499.**

876E

[National Property](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[chielo's solution](#)

**500.**

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[chielo's solution](#)

**501.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[chielo's solution](#)

**502.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chielo's solution](#)

**503.**

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[chielo's solution](#)

**504.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[chielo's solution](#)

**505.**

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chielo's solution](#)

**506.**

764D

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

Rating: 2100 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: geometry

[chielo's solution](#)

**507.**

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-06 · Python 3 (first AC) · Tags: geometry, implementation

[chielo's solution](#)

**508.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: data structures

[chielo's solution](#)

**509.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: binary search, math

[chielo's solution](#)

## 510.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[chielo's solution](#)

## 511.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[chielo's solution](#)

## 512.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[chielo's solution](#)

## 513.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[chielo's solution](#)

## 514.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[chielo's solution](#)

## 515.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[chielo's solution](#)

## 516.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[chielo's solution](#)

## 517.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[chielo's solution](#)

## 518.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[chielo's solution](#)

## 519.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[chielo's solution](#)

**520.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: math, number theory

[chielo's solution](#)

**521.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[chielo's solution](#)

**522.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chielo's solution](#)

**523.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[chielo's solution](#)

**524.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[chielo's solution](#)

**525.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[chielo's solution](#)

**526.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[chielo's solution](#)

**527.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[chielo's solution](#)

**528.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[chielo's solution](#)

**529.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[chielo's solution](#)

**530.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[chielo's solution](#)

**531.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[chielo's solution](#)

**532.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[chielo's solution](#)

**533.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[chielo's solution](#)

**534.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[chielo's solution](#)

**535.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[chielo's solution](#)

**536.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chielo's solution](#)

**537.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2018-10-26 · last AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[chielo's solution](#)

**538.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[chielo's solution](#)

**539.**

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[chielo's solution](#)

**540.**

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[chielo's solution](#)

**541.**

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures

[chielo's solution](#)

**542.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2017-08-13 · last AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[chielo's solution](#)

**543.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[chielo's solution](#)

**544.**

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[chielo's solution](#)

**545.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[chielo's solution](#)

**546.**

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chielo's solution](#)

**547.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[chielo's solution](#)

**548.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[chielo's solution](#)

**549.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[chielo's solution](#)

**550.**

651E

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

Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[chielo's solution](#)

**551.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · Python 3 (first AC) · Tags: games

[chielo's solution](#)

**552.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-16 · GNU C++ (first AC) · Tags: dp, matrices

[chielo's solution](#)

**553.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[chielo's solution](#)

**554.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[chielo's solution](#)

**555.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[chielo's solution](#)

**556.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[chielo's solution](#)

**557.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[chielo's solution](#)

**558.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[chielo's solution](#)

**559.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[chielo's solution](#)

**560.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[chielo's solution](#)

**561.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[chielo's solution](#)

**562.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[chielo's solution](#)

**563.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[chielo's solution](#)

**564.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[chielo's solution](#)

**565.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chielo's solution](#)

**566.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[chielo's solution](#)

**567.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-12-03 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, strings

[chielo's solution](#)

**568.**

1250E

[The Coronation](#) · [Tutorial](#)

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

[chielo's solution](#)

**569.**

1250G

[Discarding Game](#) · [Tutorial](#)

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

[chielo's solution](#)

**570.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-14 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[chielo's solution](#)

**571.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[chielo's solution](#)

**572.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,756 global accepts · Rating: 2300 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[chielo's solution](#)

**573.**

985F

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

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

[chielo's solution](#)

**574.**

445D

[DZY Loves FFT](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[chielo's solution](#)

**575.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,861 global accepts · Rating: 2300 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[chielo's solution](#)

**576.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[chielo's solution](#)

**577.**

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chielo's solution](#)

**578.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft

[chielo's solution](#)

**579.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[chielo's solution](#)

**580.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[chielo's solution](#)

**581.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[chielo's solution](#)

**582.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[chielo's solution](#)

**583.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[chielo's solution](#)

**584.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[chielo's solution](#)

**585.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[chielo's solution](#)

**586.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[chielo's solution](#)

**587.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chielo's solution](#)

**588.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-02 · last AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chielo's solution](#)

**589.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[chielo's solution](#)

**590.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[chielo's solution](#)

**591.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[chielo's solution](#)

**592.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs  
[chielo's solution](#)

**593.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[chielo's solution](#)

**594.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive  
[chielo's solution](#)

**595.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees  
[chielo's solution](#)

**596.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[chielo's solution](#)

**597.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees  
[chielo's solution](#)

**598.**

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[chielo's solution](#)

**599.**

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees  
[chielo's solution](#)

**600.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[chielo's solution](#)

**601.**

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar  
[chielo's solution](#)

**602.**

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, shortest paths  
[chielo's solution](#)

**603.**

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[chielo's solution](#)

**604.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[chielo's solution](#)

**605.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[chielo's solution](#)

**606.**

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[chielo's solution](#)

**607.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[chielo's solution](#)

**608.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures  
[chielo's solution](#)

**609.**

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: data structures  
[chielo's solution](#)

**610.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[chielo's solution](#)

**611.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[chielo's solution](#)

**612.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[chielo's solution](#)

**613.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[chielo's solution](#)

**614.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chielo's solution](#)

**615.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[chielo's solution](#)

**616.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[chielo's solution](#)

**617.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees

[chielo's solution](#)

**618.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[chielo's solution](#)

**619.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[chielo's solution](#)

**620.**

1305F

[Kuroki and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[chielo's solution](#)

**621.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[chielo's solution](#)

**622.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[chielo's solution](#)

**623.**

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  
[chielo's solution](#)

**624.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers  
[chielo's solution](#)

**625.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings  
[chielo's solution](#)

**626.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[chielo's solution](#)

**627.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees  
[chielo's solution](#)

**628.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees  
[chielo's solution](#)

**629.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math  
[chielo's solution](#)

**630.**

437E

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[chielo's solution](#)

**631.**

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees  
[chielo's solution](#)

**632.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[chielo's solution](#)

**633.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[chielo's solution](#)

**634.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[chielo's solution](#)

**635.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-24 · Python 3 (first AC) · Tags: math, number theory  
[chielo's solution](#)

**636.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[chielo's solution](#)

**637.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[chielo's solution](#)

**638.**

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[chielo's solution](#)

**639.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[chielo's solution](#)

**640.**

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search  
[chielo's solution](#)

**641.**

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings  
[chielo's solution](#)

**642.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math  
[chielo's solution](#)

**643.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[chielo's solution](#)

**644.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math  
[chielo's solution](#)

**645.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp  
[chielo's solution](#)

**646.**

1240D

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

Rating: 2600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[chielo's solution](#)

**647.**

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees  
[chielo's solution](#)

**648.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2018-10-22 · last AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory  
[chielo's solution](#)

**649.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows  
[chielo's solution](#)

**650.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[chielo's solution](#)

**651.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2017-06-26 · last AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[chielo's solution](#)

**652.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings  
[chielo's solution](#)

**653.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing  
[chielo's solution](#)

**654.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[chielo's solution](#)

**655.**

934E

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 2700 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[chielo's solution](#)

**656.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings

[chielo's solution](#)

**657.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[chielo's solution](#)

**658.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[chielo's solution](#)

**659.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[chielo's solution](#)

**660.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[chielo's solution](#)

**661.**

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[chielo's solution](#)

**662.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[chielo's solution](#)

**663.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[chielo's solution](#)

**664.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[chielo's solution](#)

**665.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-09-13 · last AC: 2019-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[chielo's solution](#)

**666.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[chielo's solution](#)

**667.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[chielo's solution](#)

**668.**

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[chielo's solution](#)

**669.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[chielo's solution](#)

**670.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[chielo's solution](#)

**671.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: data structures, dsu

[chielo's solution](#)

**672.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[chielo's solution](#)

**673.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[chielo's solution](#)

**674.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[chielo's solution](#)

**675.**

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings  
[chielo's solution](#)

**676.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees  
[chielo's solution](#)

**677.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees  
[chielo's solution](#)

**678.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[chielo's solution](#)

**679.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths  
[chielo's solution](#)

**680.**

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[chielo's solution](#)

**681.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[chielo's solution](#)

**682.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[chielo's solution](#)

**683.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu  
[chielo's solution](#)

**684.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2016-07-27 · Python 3 (first AC) · Tags: brute force, math, matrices  
[chielo's solution](#)

**685.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees  
[chielo's solution](#)

**686.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-03-21 · last AC: 2017-03-21 · GNU C++11 (first AC) · Tags: dp, sortings  
[chielo's solution](#)

**687.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures  
[chielo's solution](#)

**688.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[chielo's solution](#)

**689.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings  
[chielo's solution](#)

**690.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees  
[chielo's solution](#)

**691.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings  
[chielo's solution](#)

**692.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[chielo's solution](#)

**693.**

102769L

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**694.**

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chielo's solution](#)

**695.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**696.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**697.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**698.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chielo's solution](#)

**699.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chielo's solution](#)

**700.**

102460L

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

Rating: — · first AC: 2020-05-03 · last AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**701.**

102460B

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

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**702.**

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**703.**

102460J

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

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**704.**

102460E

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

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**705.**

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**706.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**707.**

102460K

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

Rating: — · first AC: 2020-05-03 · PyPy 3 (first AC) · Tags: —  
[chielo's solution](#)

**708.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**709.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · PyPy 3 (first AC) · Tags: —  
[chielo's solution](#)

**710.**

102460C

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

Rating: — · first AC: 2020-05-03 · PyPy 3 (first AC) · Tags: —  
[chielo's solution](#)

**711.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**712.**

102500J

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

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**713.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**714.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**715.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**716.**

102500F

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

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**717.**

102500E

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

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**718.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**719.**

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**720.**

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**721.**

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**722.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**723.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**724.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**725.**

102465D

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102465B

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102465E

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**728.**

102465K

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**729.**

102465A

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**730.**

undefined255

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**731.**

undefined254

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**732.**

undefined253

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**733.**

100917H

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Rating: — · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**734.**

100917J

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Rating: — · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**735.**

101666G

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**736.**

101741L

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Rating: — · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**737.**

101667H

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Rating: — · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**738.**

101741J

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Rating: — · first AC: 2018-06-29 · last AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**739.**

101741K

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Rating: — · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**740.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**741.**

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[chielo's solution](#)

**742.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[chielo's solution](#)

**743.**

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices  
[chielo's solution](#)

**744.**

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
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**745.**

392E

[Deleting Substrings](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**746.**

undefined548

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

Rating: — · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
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**747.**

undefined549

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**748.**

undefined551

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

Rating: — · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
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**749.**

undefined552

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
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**750.**

undefined553

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[chielo's solution](#)

**751.**

100377J

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

Rating: — · first AC: 2018-04-02 · last AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chielo's solution](#)

**752.**

100377N

[Deputies on the tree \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[chielo's solution](#)

**753.**

100377E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chielo's solution](#)

**754.**

100377F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chielo's solution](#)

**755.**

100377H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[chielo's solution](#)

**756.**

100377I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · last AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[chielo's solution](#)

**757.**

101620K

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Rating: — · first AC: 2018-02-13 · last AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**758.**

101620G

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Rating: — · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**759.**

101620H

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Rating: — · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**760.**

101620J

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Rating: — · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**761.**

101620A

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**762.**

101620F

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**763.**

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Rating: — · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**764.**

100155B

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Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —  
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**765.**

100155G

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Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —  
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**766.**

100155C

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Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —  
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**767.**

100155I

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**768.**

100155A

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**769.**

100155D

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**770.**

100923D

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**771.**

100917F

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**772.**

101047F

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**773.**

101047D

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**774.**

100827I

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**775.**

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**776.**

100827F

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**777.**

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**778.**

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**779.**

100571F

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**780.**

100571B

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**781.**

100187A

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**782.**

100015A

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