

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

<https://cfelitetracker.vercel.app>

### Unique solved — cmd

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

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

Filters: none

Count: 516

1.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cmd's solution](#)

2.

859A

[Declined Finalists](#) · [Tutorial](#)

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

[cmd's solution](#)

3.

755A

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

Quality: 19,786 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[cmd's solution](#)

4.

750A

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

Quality: 92,566 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[cmd's solution](#)

5.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cmd's solution](#)

6.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,553 global accepts · Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cmd's solution](#)

7.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,949 global accepts · Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cmd's solution](#)

8.

711A

[Bus to Udayland](#) · [Tutorial](#)

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

[cmd's solution](#)

9.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[cmd's solution](#)

**10.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation

[cmd's solution](#)

**11.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: \*special, implementation, sortings

[cmd's solution](#)

**12.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2012-06-24 · MS C++ (first AC) · Tags: implementation, math

[cmd's solution](#)

**13.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**14.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2011-10-14 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**15.**

71A

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

Quality: 503,370 global accepts · Rating: 800 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: strings

[cmd's solution](#)

**16.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2010-12-05 · MS C++ (first AC) · Tags: brute force, implementation

[cmd's solution](#)

**17.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cmd's solution](#)

**18.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cmd's solution](#)

**19.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cmd's solution](#)

**20.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[cmd's solution](#)

**21.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[cmd's solution](#)

**22.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**23.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: number theory  
[cmd's solution](#)

**24.**

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math  
[cmd's solution](#)

**25.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**26.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2010-04-01 · last AC: 2010-04-01 · GNU C++ (first AC) · Tags: brute force, geometry  
[cmd's solution](#)

**27.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[cmd's solution](#)

**28.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[cmd's solution](#)

**29.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[cmd's solution](#)

**30.**

757A

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

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

**31.**

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation  
[cmd's solution](#)

**32.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math  
[cmd's solution](#)

**33.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings  
[cmd's solution](#)

**34.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**35.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, implementation  
[cmd's solution](#)

**36.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**37.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: brute force, math, number theory  
[cmd's solution](#)

**38.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2010-10-05 · PHP (first AC) · Tags: math  
[cmd's solution](#)

**39.**

755B

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

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

**40.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[cmd's solution](#)

**41.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation  
[cmd's solution](#)

**42.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: greedy  
[cmd's solution](#)

**43.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**44.**

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++0x (first AC) · Tags: greedy, strings

[cmd's solution](#)

**45.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[cmd's solution](#)

**46.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**47.**

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, math

[cmd's solution](#)

**48.**

100A

[Carpeting the Room](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 1100 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**49.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[cmd's solution](#)

**50.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: brute force, implementation

[cmd's solution](#)

**51.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**52.**

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: math

[cmd's solution](#)

**53.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[cmd's solution](#)

**54.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cmd's solution](#)

**55.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings  
[cmd's solution](#)

**56.**

722B

[Verse Pattern](#) · [Tutorial](#)

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

**57.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[cmd's solution](#)

**58.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: graphs, implementation  
[cmd's solution](#)

**59.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[cmd's solution](#)

**60.**

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: greedy, sortings  
[cmd's solution](#)

**61.**

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, constructive algorithms  
[cmd's solution](#)

**62.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation  
[cmd's solution](#)

**63.**

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: implementation, math  
[cmd's solution](#)

**64.**

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy  
[cmd's solution](#)

**65.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · last AC: 2010-10-08 · MS C++ (first AC) · Tags: greedy, implementation  
[cmd's solution](#)

**66.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: implementation, sortings  
[cmd's solution](#)

**67.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · MS C++ (first AC) · Tags: strings  
[cmd's solution](#)

**68.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

**69.**

755C

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

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

**70.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation  
[cmd's solution](#)

**71.**

476B

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

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[cmd's solution](#)

**72.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation  
[cmd's solution](#)

**73.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation  
[cmd's solution](#)

**74.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[cmd's solution](#)

**75.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[cmd's solution](#)

**76.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: \*special, implementation, strings

[cmd's solution](#)

**77.**

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: implementation, sortings

[cmd's solution](#)

**78.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++0x (first AC) · Tags: math

[cmd's solution](#)

**79.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, brute force

[cmd's solution](#)

**80.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, combinatorics

[cmd's solution](#)

**81.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[cmd's solution](#)

**82.**

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[cmd's solution](#)

**83.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[cmd's solution](#)

**84.**

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**85.**

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: implementation, math

[cmd's solution](#)

**86.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[cmd's solution](#)

**87.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: math

[cmd's solution](#)

**88.**

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: implementation, math

[cmd's solution](#)

**89.**

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: implementation, strings

[cmd's solution](#)

**90.**

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**91.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: implementation, two pointers

[cmd's solution](#)

**92.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation

[cmd's solution](#)

**93.**

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**94.**

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: greedy

[cmd's solution](#)

**95.**

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**96.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2016-12-26 · last AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[cmd's solution](#)

**97.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cmd's solution](#)

**98.**

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[cmd's solution](#)

**99.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cmd's solution](#)

**100.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices

[cmd's solution](#)

**101.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[cmd's solution](#)

**102.**

538A

[Cutting Banner](#) · [Tutorial](#)

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

[cmd's solution](#)

**103.**

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[cmd's solution](#)

**104.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[cmd's solution](#)

**105.**

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**106.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math

[cmd's solution](#)

**107.**

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[cmd's solution](#)

**108.**

326A

[Banana](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

**109.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: math

[cmd's solution](#)

**110.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**111.**

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**112.**

158C

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

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, data structures, implementation

[cmd's solution](#)

**113.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[cmd's solution](#)

**114.**

100C

[A+B](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 1400 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**115.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: dfs and similar, dsu

[cmd's solution](#)

**116.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: greedy

[cmd's solution](#)

**117.**

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: brute force, math

[cmd's solution](#)

**118.**

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,865 global accepts · Rating: 1400 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: greedy

[cmd's solution](#)

**119.**

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2010-04-08 · MS C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[cmd's solution](#)

**120.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cmd's solution](#)

**121.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[cmd's solution](#)

**122.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[cmd's solution](#)

**123.**

790A

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

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

[cmd's solution](#)

**124.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cmd's solution](#)

**125.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cmd's solution](#)

**126.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[cmd's solution](#)

**127.**

724B

[Batch Sort](#) · [Tutorial](#)

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

[cmd's solution](#)

**128.**

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[cmd's solution](#)

**129.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[cmd's solution](#)

**130.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special, brute force, constructive algorithms, dsu,

implementation

[cmd's solution](#)

**131.**

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[cmd's solution](#)

**132.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, data structures

[cmd's solution](#)

**133.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dfs and similar

[cmd's solution](#)

**134.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[cmd's solution](#)

**135.**

290B

[QR code](#) · [Tutorial](#)

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

[cmd's solution](#)

**136.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: dp

[cmd's solution](#)

**137.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[cmd's solution](#)

**138.**

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: strings

[cmd's solution](#)

**139.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[cmd's solution](#)

**140.**

100I

[Rotation](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, geometry, math

[cmd's solution](#)

**141.**

100D

[World of Mouth](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, strings

[cmd's solution](#)

**142.**

100B

[Friendly Numbers](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**143.**

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy

[cmd's solution](#)

**144.**

64B

[Expression](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1500 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing

[cmd's solution](#)

**145.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: hashing, implementation, strings

[cmd's solution](#)

**146.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[cmd's solution](#)

**147.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: dp, implementation

[cmd's solution](#)

**148.**

956B

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

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

[cmd's solution](#)

**149.**

793B

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

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

[cmd's solution](#)

**150.**

781A

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

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

[cmd's solution](#)

**151.**

759B

[Travel Card](#) · [Tutorial](#)

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

[cmd's solution](#)

**152.**

750C

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

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

**153.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[cmd's solution](#)

**154.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, sortings

[cmd's solution](#)

**155.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cmd's solution](#)

**156.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · last AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[cmd's solution](#)

**157.**

715A

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

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

[cmd's solution](#)

**158.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[cmd's solution](#)

**159.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[cmd's solution](#)

**160.**

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[cmd's solution](#)

**161.**

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[cmd's solution](#)

**162.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cmd's solution](#)

**163.**

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[cmd's solution](#)

**164.**

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[cmd's solution](#)

**165.**

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: dp, implementation, two pointers

[cmd's solution](#)

**166.**

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: implementation, math

[cmd's solution](#)

**167.**

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[cmd's solution](#)

**168.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[cmd's solution](#)

**169.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[cmd's solution](#)

**170.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dfs and similar, dp

[cmd's solution](#)

**171.**

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-07 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**172.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: \*special, greedy

[cmd's solution](#)

**173.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: \*special, bitmasks, brute force, implementation

[cmd's solution](#)

**174.**

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, brute force, implementation, number theory

[cmd's solution](#)

**175.**

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[cmd's solution](#)

**176.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[cmd's solution](#)

**177.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[cmd's solution](#)

**178.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: brute force, geometry, math

[cmd's solution](#)

**179.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: brute force

[cmd's solution](#)

**180.**

100E

[Lamps in a Line](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1600 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, math

[cmd's solution](#)

**181.**

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · MS C++ (first AC) · Tags: math

[cmd's solution](#)

**182.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: dp, math, number theory

[cmd's solution](#)

**183.**

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, greedy, implementation, math

[cmd's solution](#)

**184.**

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**185.**

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · MS C++ (first AC) · Tags: two pointers

[cmd's solution](#)

**186.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: math

[cmd's solution](#)

**187.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**188.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[cmd's solution](#)

**189.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cmd's solution](#)

**190.**

960C

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

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

[cmd's solution](#)

**191.**

956C

[Riverside Curio](#) · [Tutorial](#)

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

[cmd's solution](#)

**192.**

833A

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

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

[cmd's solution](#)

**193.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cmd's solution](#)

**194.**

759A

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

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

[cmd's solution](#)

**195.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data

structures, dp, two pointers

[cmd's solution](#)

**196.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[cmd's solution](#)

**197.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[cmd's solution](#)

**198.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[cmd's solution](#)

**199.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math

[cmd's solution](#)

**200.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · Java 7 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[cmd's solution](#)

**201.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[cmd's solution](#)

**202.**

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special

[cmd's solution](#)

**203.**

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: \*special

[cmd's solution](#)

**204.**

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special

[cmd's solution](#)

**205.**

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special

[cmd's solution](#)

**206.**

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[cmd's solution](#)

**207.**

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: hashing, strings

[cmd's solution](#)

**208.**

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, graph matchings, implementation, trees

[cmd's solution](#)

**209.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, expression parsing, implementation

[cmd's solution](#)

**210.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: greedy

[cmd's solution](#)

**211.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: dp

[cmd's solution](#)

**212.**

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[cmd's solution](#)

**213.**

171H

[A polyline](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 1700 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**214.**

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[cmd's solution](#)

**215.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[cmd's solution](#)

**216.**

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**217.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[cmd's solution](#)

**218.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · MS C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**219.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: constructive algorithms, hashing, implementation  
[cmd's solution](#)

**220.**

66D

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

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: constructive algorithms, math, number theory  
[cmd's solution](#)

**221.**

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[cmd's solution](#)

**222.**

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**223.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[cmd's solution](#)

**224.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[cmd's solution](#)

**225.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[cmd's solution](#)

**226.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[cmd's solution](#)

**227.**

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  
[cmd's solution](#)

**228.**

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-29 · last AC: 2015-12-29 · GNU C++11 (first AC) · Tags: greedy, sortings  
[cmd's solution](#)

**229.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms  
[cmd's solution](#)

**230.**

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle  
[cmd's solution](#)

**231.**

470B

[Hexakosioihexekontahexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special  
[cmd's solution](#)

**232.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees  
[cmd's solution](#)

**233.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2014-06-19 · MS C++ (first AC) · Tags: greedy, math, probabilities  
[cmd's solution](#)

**234.**

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees  
[cmd's solution](#)

**235.**

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special  
[cmd's solution](#)

**236.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Python 2 (first AC) · Tags: binary search, math  
[cmd's solution](#)

**237.**

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · MS C++ (first AC) · Tags: data structures, implementation, two pointers  
[cmd's solution](#)

**238.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2012-08-31 · last AC: 2012-09-05 · MS C++ (first AC) · Tags: constructive algorithms,

data structures

[cmd's solution](#)

**239.**

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · MS C++ (first AC) · Tags: brute force, implementation

[cmd's solution](#)

**240.**

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-24 · MS C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

[cmd's solution](#)

**241.**

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++0x (first AC) · Tags: math, ternary search

[cmd's solution](#)

**242.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: dp, math, probabilities

[cmd's solution](#)

**243.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[cmd's solution](#)

**244.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms

[cmd's solution](#)

**245.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · last AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[cmd's solution](#)

**246.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[cmd's solution](#)

**247.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[cmd's solution](#)

**248.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[cmd's solution](#)

**249.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: dp

[cmd's solution](#)

**250.**

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: brute force, number theory

[cmd's solution](#)

**251.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: brute force, probabilities

[cmd's solution](#)

**252.**

100G

[Name the album](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 1800 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, data structures, implementation

[cmd's solution](#)

**253.**

100F

[Polynom](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 1800 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, implementation

[cmd's solution](#)

**254.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · last AC: 2011-05-20 · MS C++ (first AC) · Tags: data structures, greedy

[cmd's solution](#)

**255.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: binary search, math, sortings

[cmd's solution](#)

**256.**

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[cmd's solution](#)

**257.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[cmd's solution](#)

**258.**

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: data structures, implementation

[cmd's solution](#)

**259.**

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, brute force, math, number theory

[cmd's solution](#)

**260.**

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, greedy

[cmd's solution](#)

**261.**

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · MS C++ (first AC) · Tags: data structures, implementation

[cmd's solution](#)

**262.**

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: constructive algorithms

[cmd's solution](#)

**263.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2010-10-07 · last AC: 2010-10-08 · MS C++ (first AC) · Tags: shortest paths

[cmd's solution](#)

**264.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: greedy

[cmd's solution](#)

**265.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: dp, probabilities

[cmd's solution](#)

**266.**

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-30 · last AC: 2010-07-31 · MS C++ (first AC) · Tags: geometry, implementation, math

[cmd's solution](#)

**267.**

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: math

[cmd's solution](#)

**268.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: math, number theory

[cmd's solution](#)

**269.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[cmd's solution](#)

**270.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation,

shortest paths, strings

[cmd's solution](#)

**271.**

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[cmd's solution](#)

**272.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[cmd's solution](#)

**273.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[cmd's solution](#)

**274.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[cmd's solution](#)

**275.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[cmd's solution](#)

**276.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[cmd's solution](#)

**277.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cmd's solution](#)

**278.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[cmd's solution](#)

**279.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[cmd's solution](#)

**280.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cmd's solution](#)

**281.**

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[cmd's solution](#)

**282.**

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[cmd's solution](#)

**283.**

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[cmd's solution](#)

**284.**

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[cmd's solution](#)

**285.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[cmd's solution](#)

**286.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[cmd's solution](#)

**287.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special

[cmd's solution](#)

**288.**

326B

[Palindrome](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

**289.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[cmd's solution](#)

**290.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures

[cmd's solution](#)

**291.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, dp, strings

[cmd's solution](#)

**292.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: combinatorics, math, number theory  
[cmd's solution](#)

**293.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees  
[cmd's solution](#)

**294.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, dp, sortings  
[cmd's solution](#)

**295.**

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: greedy  
[cmd's solution](#)

**296.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: constructive algorithms, games, greedy  
[cmd's solution](#)

**297.**

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: games  
[cmd's solution](#)

**298.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: dp, dsu, trees  
[cmd's solution](#)

**299.**

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, probabilities  
[cmd's solution](#)

**300.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[cmd's solution](#)

**301.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: combinatorics, math  
[cmd's solution](#)

**302.**

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · MS C++ (first AC) · Tags: data structures, dp  
[cmd's solution](#)

**303.**

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: data structures

[cmd's solution](#)

**304.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[cmd's solution](#)

**305.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cmd's solution](#)

**306.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[cmd's solution](#)

**307.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cmd's solution](#)

**308.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[cmd's solution](#)

**309.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[cmd's solution](#)

**310.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[cmd's solution](#)

**311.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[cmd's solution](#)

**312.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: brute force, data structures, greedy

[cmd's solution](#)

**313.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[cmd's solution](#)

**314.**

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules  
[cmd's solution](#)

**315.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp  
[cmd's solution](#)

**316.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp  
[cmd's solution](#)

**317.**

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-07 · MS C++ (first AC) · Tags: data structures, dp  
[cmd's solution](#)

**318.**

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · MS C++ (first AC) · Tags: binary search, dfs and similar, strings  
[cmd's solution](#)

**319.**

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: binary search, math, two pointers  
[cmd's solution](#)

**320.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: brute force  
[cmd's solution](#)

**321.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: \*special, dfs and similar, hashing, strings  
[cmd's solution](#)

**322.**

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry  
[cmd's solution](#)

**323.**

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms  
[cmd's solution](#)

**324.**

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · MS C++ (first AC) · Tags: two pointers  
[cmd's solution](#)

**325.**

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[cmd's solution](#)

**326.**

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret\_171 (first AC) · Tags: \*special  
[cmd's solution](#)

**327.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: dfs and similar, graphs  
[cmd's solution](#)

**328.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: constructive algorithms, sortings  
[cmd's solution](#)

**329.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: implementation, math  
[cmd's solution](#)

**330.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: dp  
[cmd's solution](#)

**331.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: data structures, dfs and similar, sortings  
[cmd's solution](#)

**332.**

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: data structures, dp  
[cmd's solution](#)

**333.**

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing  
[cmd's solution](#)

**334.**

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: constructive algorithms, greedy  
[cmd's solution](#)

**335.**

39A

[C\\*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: expression parsing, greedy  
[cmd's solution](#)

**336.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: dp, games

[cmd's solution](#)

**337.**

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[cmd's solution](#)

**338.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[cmd's solution](#)

**339.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: games

[cmd's solution](#)

**340.**

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: number theory

[cmd's solution](#)

**341.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2010-04-08 · MS C++ (first AC) · Tags: bitmasks, dp

[cmd's solution](#)

**342.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cmd's solution](#)

**343.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[cmd's solution](#)

**344.**

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[cmd's solution](#)

**345.**

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[cmd's solution](#)

**346.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[cmd's solution](#)

**347.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2016-12-29 · last AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[cmd's solution](#)

**348.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[cmd's solution](#)

**349.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2014-12-24 · last AC: 2014-12-25 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[cmd's solution](#)

**350.**

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[cmd's solution](#)

**351.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[cmd's solution](#)

**352.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[cmd's solution](#)

**353.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: dp, two pointers

[cmd's solution](#)

**354.**

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: data structures

[cmd's solution](#)

**355.**

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, math

[cmd's solution](#)

**356.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[cmd's solution](#)

**357.**

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy  
[cmd's solution](#)

**358.**

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: implementation  
[cmd's solution](#)

**359.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings  
[cmd's solution](#)

**360.**

100H

[Battleship](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2100 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, dfs and similar, implementation  
[cmd's solution](#)

**361.**

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2011-05-17 · Java 6 (first AC) · Tags: data structures, sortings  
[cmd's solution](#)

**362.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: brute force, dfs and similar  
[cmd's solution](#)

**363.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: dp, sortings  
[cmd's solution](#)

**364.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math  
[cmd's solution](#)

**365.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[cmd's solution](#)

**366.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2017-01-09 · last AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[cmd's solution](#)

**367.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings  
[cmd's solution](#)

**368.**

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[cmd's solution](#)

**369.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-02 · last AC: 2014-05-02 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings  
[cmd's solution](#)

**370.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: dfs and similar, geometry, trees  
[cmd's solution](#)

**371.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: flows  
[cmd's solution](#)

**372.**

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: string suffix structures  
[cmd's solution](#)

**373.**

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-12 · MS C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees  
[cmd's solution](#)

**374.**

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: binary search, data structures, trees  
[cmd's solution](#)

**375.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings  
[cmd's solution](#)

**376.**

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: brute force, implementation, sortings  
[cmd's solution](#)

**377.**

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: brute force, implementation  
[cmd's solution](#)

**378.**

64G

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

Quality: 129 global accepts · Rating: 2200 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special

[cmd's solution](#)

**379.**

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: number theory

[cmd's solution](#)

**380.**

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: dp, dsu

[cmd's solution](#)

**381.**

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: implementation

[cmd's solution](#)

**382.**

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: hashing, strings

[cmd's solution](#)

**383.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-24 · last AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[cmd's solution](#)

**384.**

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[cmd's solution](#)

**385.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[cmd's solution](#)

**386.**

470H

[Array Sorting](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 2300 · first AC: 2014-09-13 · last AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[cmd's solution](#)

**387.**

470G

[Hamming Distance](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[cmd's solution](#)

**388.**

470F

[Pairwise Sums](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[cmd's solution](#)

**389.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, number theory

[cmd's solution](#)

**390.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: flows, graph matchings

[cmd's solution](#)

**391.**

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: data structures, math

[cmd's solution](#)

**392.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, dp

[cmd's solution](#)

**393.**

64H

[Table Bowling](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 2300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, sortings

[cmd's solution](#)

**394.**

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2010-12-05 · MS C++ (first AC) · Tags: dsu, graphs

[cmd's solution](#)

**395.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[cmd's solution](#)

**396.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[cmd's solution](#)

**397.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2016-12-28 · last AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[cmd's solution](#)

**398.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[cmd's solution](#)

**399.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[cmd's solution](#)

**400.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[cmd's solution](#)

**401.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[cmd's solution](#)

**402.**

326D

[Rectangles and Square](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-08-03 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

**403.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: string suffix structures

[cmd's solution](#)

**404.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2012-06-24 · last AC: 2012-06-24 · GNU C++0x (first AC) · Tags: brute force, data structures

[cmd's solution](#)

**405.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: data structures

[cmd's solution](#)

**406.**

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: data structures

[cmd's solution](#)

**407.**

64I

[Sort the Table](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, sortings

[cmd's solution](#)

**408.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2010-06-10 · Java 6 (first AC) · Tags: number theory

[cmd's solution](#)

**409.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · MS C++ (first AC) · Tags: data structures, greedy

[cmd's solution](#)

**410.**

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs,

trees

[cmd's solution](#)

**411.**

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2012-04-20 · GNU C++0x (first AC) · Tags: dp

[cmd's solution](#)

**412.**

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: brute force, dfs and similar, implementation

[cmd's solution](#)

**413.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2011-10-14 · last AC: 2011-10-14 · MS C++ (first AC) · Tags: hashing, strings

[cmd's solution](#)

**414.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: divide and conquer, math

[cmd's solution](#)

**415.**

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: geometry

[cmd's solution](#)

**416.**

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[cmd's solution](#)

**417.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[cmd's solution](#)

**418.**

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2010-10-08 · last AC: 2010-10-08 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

**419.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2010-04-02 · MS C++ (first AC) · Tags: dp, expression parsing, implementation

[cmd's solution](#)

**420.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cmd's solution](#)

**421.**

833C

[Ever-Hungry Krakozabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math  
[cmd's solution](#)

**422.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[cmd's solution](#)

**423.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-13 · last AC: 2016-01-13 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings  
[cmd's solution](#)

**424.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp  
[cmd's solution](#)

**425.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2015-05-30 · last AC: 2015-05-30 · MS C++ (first AC) · Tags: data structures, string suffix structures, strings, trees  
[cmd's solution](#)

**426.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2010-09-24 · last AC: 2010-09-24 · MS C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings  
[cmd's solution](#)

**427.**

undefined217

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · last AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cmd's solution](#)

**428.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**429.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**430.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**431.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**432.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**433.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**434.**

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cmd's solution](#)

**435.**

100135I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-22 · PyPy 2 (first AC) · Tags: —  
[cmd's solution](#)

**436.**

100274G

[Security Zone](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

**437.**

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**438.**

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**439.**

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**440.**

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**441.**

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**442.**

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**443.**

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**444.**

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**445.**

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**446.**

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**447.**

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**448.**

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**449.**

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**450.**

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**451.**

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**452.**

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**453.**

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**454.**

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**455.**

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**456.**

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**457.**

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

**458.**

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**459.**

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**460.**

100247J

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

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**461.**

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —  
[cmd's solution](#)

**462.**

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · last AC: 2013-02-04 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

**463.**

100155F

[Lock Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

**464.**

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

465.

100155E

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

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

466.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

467.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

468.

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

469.

100155C

[Encrypted Password](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

470.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

471.

100132K

[A\\$0CÄ3C,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2013-01-13 · Java 6 (first AC) · Tags: —  
[cmd's solution](#)

472.

100132J

[B,12C1D 0](#)

Rating: — · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

473.

100132D

[A 5D >C ô>D 0CD:C€](#)

Rating: — · first AC: 2013-01-13 · Java 6 (first AC) · Tags: —  
[cmd's solution](#)

474.

100132H

[B BD00 Ô=D'9 C4>D >C@](#)

Rating: — · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: —  
[cmd's solution](#)

475.

100132B

[B10CäB,,GCTAC#0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2013-01-13 · Java 6 (first AC) · Tags: —  
[cmd's solution](#)

476.

100132A

**B 5000 <CÔKC' IC,,B**

Rating: — · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

477.

100132I

**AD;C;CÔKC' ?C,,BCä=**

Rating: — · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

478.

100132G

**B\$CöaD" :CäBCä2**

Rating: — · first AC: 2013-01-13 · last AC: 2013-01-13 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

479.

100132E

**A 104GT<C,,O AD6CT4C 5C**

Rating: — · first AC: 2013-01-13 · last AC: 2013-01-13 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

480.

100128E

**A45CÖSD 0C² D 8C\$CD**

Rating: — · first AC: 2012-11-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

481.

100128A

**A 5D BC,,=**

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

482.

100128G

**B 100;DÄ7C#8C' ?D4BDÀ**

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

483.

100128C

**A 5000@ C AC#0 Ct0C >D 0**

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

484.

100128D

**AöDri!**

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

485.

100128B

**B :CÜCB! C 8-A\$0CÔ0 A#5CÔ>C 8**

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

486.

100128F

**AöDri! CB ?Cä1CT4D°**

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

487.

100128I

[B 7C GD 0C" BCT@ A">CDK](#)

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

488.

100128H

[A\\$C' C :C`>CÔ>C](#)

Rating: — · first AC: 2012-11-18 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

489.

100087A

[A..3D 0 «Bloxx City»](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

490.

100087F

[B 5Ct8CÔ>C\\$KC' @Dä:Ct0C](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

491.

100087B

[A\\$C'DäC\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

492.

100087G

[MP3-Cô;CT5D](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

493.

100087E

[B BD >Ct8i8D8C >CÔ0DtGC, r](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

494.

100087I

[AÔ0CäC4>Cä1C`>Cd5CÔ8CP](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

495.

100087D

[AD00\\$K](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

496.

100087H

[Aä7D\\$8D:5D :Cä5 D 0D ?Cä7CÔ0C\\$0CÔ8CR AC,,<C\\$>C`>C](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

497.

100087J

[AäTCä1D"5CÔ=D`5 Dt8D ;C Ô1C`8Ct=CTFD`](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

498.

100087C

[A\\$K0000;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[cmd's solution](#)

499.

100029H

[B\\$D\\$@C,,A](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

500.

100029G

[A0y0f0D =D`5 CÄ=Cä3CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2012-03-18 · last AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

501.

100029I

[B4@C2CÔ5CÔ8CP](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

502.

100029F

[F · Tutorial](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

503.

100029E

[A#5000D5D BC\\$> C# @C BDt0C"HC,,E CôCD\\$5C•](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

504.

100029D

[B\\$@D#1C](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

505.

100029B

[A`50#A0,,:Cä3D 0DD8Dt5D :C, =C 8CÄ5CÔLD,,5CR BD >C,,GCÔ>CP](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

506.

100029C

[A#0000t0 C,,7 D BC @Cä3Cä A4-](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

507.

100029A

[A#0000t0 C,,7 CÔ>C\\$>C4> AT BÐ](#)

Rating: — · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

508.

100019C

[A#0000Cä3CäCC4>C`LCÔ8C](#)

Rating: — · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: —

[cmd's solution](#)

509.

100019I

[A ÔAD\\$OCÔFC,,O](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

510.

100019F

[A ÔACa;C 4](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

511.

100019E

[BTUÁÁ!](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

512.

100019G

[B ?C,7G08 – CD5D\\$OCÃö](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

513.

100019H

[A@D43C€](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

514.

100019B

[Aõ>018CÔ>CÀ](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

515.

100019A

[A-5D-CTDD\\$ L C, AD´=Cä2DÄO](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)

516.

100019D

[AÔ5 CÔD5D" 6C,,7CÔ8 C\\$0CÂ ?Cä:C P](#)

Rating: — · first AC: 2012-03-17 · MS C++ (first AC) · Tags: —  
[cmd's solution](#)