

## **Unique solved — cr0n**

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1993A

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1991A

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1996B

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1989A

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1984A

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1979A

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1980B

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1736A

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**27.**

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**28.**

1047A

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1041A

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**34.**

1013A

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1009A

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992A

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**47.**

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**48.**

1988A

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**52.**

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1025A

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1016A

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1011A

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**59.**

989A

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981A

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980A

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1986B

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1041B

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1036A

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1040A

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1023B

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1008B

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**78.**

981B

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**79.**

979A

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178A2

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733A

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**82.**

1993B

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**83.**

1997C

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**84.**

1997B

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**85.**

1991B

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**86.**

1995B1

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1994B

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**88.**

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**89.**

1984B

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**90.**

1741C

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**91.**

1742D

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1616B

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**93.**

1058B

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**94.**

1038B

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**95.**

1015C

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**96.**

988B

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**97.**

985A

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955A

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**99.**

946B

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950B

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**102.**

178A3

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**103.**

735B

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**104.**

733B

[Parade](#) · [Tutorial](#)

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

[cr0n's solution](#)

**105.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cr0n's solution](#)

**106.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[cr0n's solution](#)

**107.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cr0n's solution](#)

**108.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cr0n's solution](#)

**109.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**110.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[cr0n's solution](#)

**111.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cr0n's solution](#)

**112.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[cr0n's solution](#)

**113.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-12-15 · Python 3 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[cr0n's solution](#)

**114.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cr0n's solution](#)

**115.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[cr0n's solution](#)

**116.**

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-12-14 · Python 3 (first AC) · Tags: greedy, implementation, strings

[cr0n's solution](#)

**117.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cr0n's solution](#)

**118.**

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[cr0n's solution](#)

**119.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cr0n's solution](#)

**120.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cr0n's solution](#)

**121.**

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-10-13 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[cr0n's solution](#)

**122.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cr0n's solution](#)

**123.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cr0n's solution](#)

**124.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cr0n's solution](#)

**125.**

1011B

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

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation  
[cr0n's solution](#)

**126.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[cr0n's solution](#)

**127.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[cr0n's solution](#)

**128.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[cr0n's solution](#)

**129.**

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cr0n's solution](#)

**130.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[cr0n's solution](#)

**131.**

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cr0n's solution](#)

**132.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cr0n's solution](#)

**133.**

738B

[Spotlights](#) · [Tutorial](#)

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

[cr0n's solution](#)

**134.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cr0n's solution](#)

**135.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cr0n's solution](#)

**136.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cr0n's solution](#)

**137.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[cr0n's solution](#)

**138.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cr0n's solution](#)

**139.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cr0n's solution](#)

**140.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[cr0n's solution](#)

**141.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[cr0n's solution](#)

**142.**

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cr0n's solution](#)

**143.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cr0n's solution](#)

**144.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cr0n's solution](#)

**145.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[cr0n's solution](#)

**146.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**147.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-10-27 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[cr0n's solution](#)

**148.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-10-18 · Python 3 (first AC) · Tags: implementation, strings

[cr0n's solution](#)

**149.**

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cr0n's solution](#)

**150.**

1008C

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

Rating: 1300 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cr0n's solution](#)

**151.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cr0n's solution](#)

**152.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cr0n's solution](#)

**153.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[cr0n's solution](#)

**154.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cr0n's solution](#)

**155.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · Python 3 (first AC) · Tags: brute force, implementation

[cr0n's solution](#)

**156.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cr0n's solution](#)

**157.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[cr0n's solution](#)

**158.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cr0n's solution](#)

**159.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[cr0n's solution](#)

**160.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[cr0n's solution](#)

**161.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[cr0n's solution](#)

**162.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cr0n's solution](#)

**163.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cr0n's solution](#)

**164.**

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cr0n's solution](#)

**165.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[cr0n's solution](#)

**166.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[cr0n's solution](#)

**167.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[cr0n's solution](#)

**168.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[cr0n's solution](#)

**169.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cr0n's solution](#)

**170.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cr0n's solution](#)

**171.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[cr0n's solution](#)

**172.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation

[crOn's solution](#)

**173.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2017-11-19 · Python 3 (first AC) · Tags: combinatorics, math

[crOn's solution](#)

**174.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[crOn's solution](#)

**175.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[crOn's solution](#)

**176.**

843A

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

Quality: 5,960 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[crOn's solution](#)

**177.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[crOn's solution](#)

**178.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2017-06-16 · Python 3 (first AC) · Tags: dp, greedy, implementation

[crOn's solution](#)

**179.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[crOn's solution](#)

**180.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[crOn's solution](#)

**181.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation

[crOn's solution](#)

**182.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[crOn's solution](#)

**183.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[crOn's solution](#)

**184.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[crOn's solution](#)

**185.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[crOn's solution](#)

**186.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[crOn's solution](#)

**187.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[crOn's solution](#)

**188.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[crOn's solution](#)

**189.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[crOn's solution](#)

**190.**

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[crOn's solution](#)

**191.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[crOn's solution](#)

**192.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cr0n's solution](#)

**193.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[cr0n's solution](#)

**194.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[cr0n's solution](#)

**195.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**196.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cr0n's solution](#)

**197.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cr0n's solution](#)

**198.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**199.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[cr0n's solution](#)

**200.**

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[cr0n's solution](#)

**201.**

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: combinatorics

[cr0n's solution](#)

**202.**

690C2

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

Quality: 5,012 global accepts · Rating: 1500 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cr0n's solution](#)

**203.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,741 global accepts · Rating: 1500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[cr0n's solution](#)

**204.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[cr0n's solution](#)

**205.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[cr0n's solution](#)

**206.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math  
[cr0n's solution](#)

**207.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers  
[cr0n's solution](#)

**208.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[cr0n's solution](#)

**209.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cr0n's solution](#)

**210.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[cr0n's solution](#)

**211.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing  
[cr0n's solution](#)

**212.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[cr0n's solution](#)

**213.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[crOn's solution](#)

**214.**

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[crOn's solution](#)

**215.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[crOn's solution](#)

**216.**

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[crOn's solution](#)

**217.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[crOn's solution](#)

**218.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[crOn's solution](#)

**219.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[crOn's solution](#)

**220.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[crOn's solution](#)

**221.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[crOn's solution](#)

**222.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[crOn's solution](#)

**223.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[crOn's solution](#)

**224.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[cr0n's solution](#)

**225.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

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

[cr0n's solution](#)

**226.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[cr0n's solution](#)

**227.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cr0n's solution](#)

**228.**

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[cr0n's solution](#)

**229.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[cr0n's solution](#)

**230.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cr0n's solution](#)

**231.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cr0n's solution](#)

**232.**

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

[cr0n's solution](#)

**233.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cr0n's solution](#)

**234.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cr0n's solution](#)

**235.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings  
[cr0n's solution](#)

**236.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[cr0n's solution](#)

**237.**

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[cr0n's solution](#)

**238.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[cr0n's solution](#)

**239.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[cr0n's solution](#)

**240.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp  
[cr0n's solution](#)

**241.**

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[cr0n's solution](#)

**242.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers  
[cr0n's solution](#)

**243.**

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 1600 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[cr0n's solution](#)

**244.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu  
[cr0n's solution](#)

**245.**

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[crOn's solution](#)

**246.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[crOn's solution](#)

**247.**

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[crOn's solution](#)

**248.**

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[crOn's solution](#)

**249.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[crOn's solution](#)

**250.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[crOn's solution](#)

**251.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[crOn's solution](#)

**252.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[crOn's solution](#)

**253.**

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[crOn's solution](#)

**254.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[crOn's solution](#)

**255.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[cr0n's solution](#)

**256.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[cr0n's solution](#)

**257.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cr0n's solution](#)

**258.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[cr0n's solution](#)

**259.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**260.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[cr0n's solution](#)

**261.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[cr0n's solution](#)

**262.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cr0n's solution](#)

**263.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[cr0n's solution](#)

**264.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cr0n's solution](#)

**265.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2018-05-12 · Python 3 (first AC) · Tags: constructive algorithms, math

[cr0n's solution](#)

**266.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2018-05-11 · Python 3 (first AC) · Tags: math

[cr0n's solution](#)

**267.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[cr0n's solution](#)

**268.**

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[cr0n's solution](#)

**269.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cr0n's solution](#)

**270.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cr0n's solution](#)

**271.**

956C

[Riverside Curio](#) · [Tutorial](#)

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

[cr0n's solution](#)

**272.**

950D

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

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cr0n's solution](#)

**273.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[cr0n's solution](#)

**274.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[cr0n's solution](#)

**275.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[cr0n's solution](#)

**276.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[cr0n's solution](#)

**277.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**278.**

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cr0n's solution](#)

**279.**

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, greedy, sortings

[cr0n's solution](#)

**280.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[cr0n's solution](#)

**281.**

65B

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

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cr0n's solution](#)

**282.**

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**283.**

164A

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

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cr0n's solution](#)

**284.**

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[cr0n's solution](#)

**285.**

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cr0n's solution](#)

**286.**

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[cr0n's solution](#)

**287.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[cr0n's solution](#)

**288.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[cr0n's solution](#)

**289.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[cr0n's solution](#)

**290.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**291.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[cr0n's solution](#)

**292.**

1058D

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

Rating: 1800 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cr0n's solution](#)

**293.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cr0n's solution](#)

**294.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[cr0n's solution](#)

**295.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[cr0n's solution](#)

**296.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cr0n's solution](#)

**297.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[cr0n's solution](#)

**298.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[crOn's solution](#)

**299.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[crOn's solution](#)

**300.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[crOn's solution](#)

**301.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[crOn's solution](#)

**302.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[crOn's solution](#)

**303.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[crOn's solution](#)

**304.**

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[crOn's solution](#)

**305.**

24C

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

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[crOn's solution](#)

**306.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[crOn's solution](#)

**307.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[crOn's solution](#)

**308.**

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[crOn's solution](#)

**309.**

325B

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

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2018-05-11 · Python 3 (first AC) · Tags: binary search, math

[cr0n's solution](#)

**310.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math, ternary search

[cr0n's solution](#)

**311.**

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cr0n's solution](#)

**312.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[cr0n's solution](#)

**313.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[cr0n's solution](#)

**314.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[cr0n's solution](#)

**315.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[cr0n's solution](#)

**316.**

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cr0n's solution](#)

**317.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**318.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[cr0n's solution](#)

**319.**

869C

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

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cr0n's solution](#)

**320.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[cr0n's solution](#)

**321.**

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, trees

[cr0n's solution](#)

**322.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cr0n's solution](#)

**323.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[cr0n's solution](#)

**324.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cr0n's solution](#)

**325.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[cr0n's solution](#)

**326.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cr0n's solution](#)

**327.**

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[cr0n's solution](#)

**328.**

167B

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

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cr0n's solution](#)

**329.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, implementation

[cr0n's solution](#)

**330.**

234F

[Fence](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 1800 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**331.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cr0n's solution](#)

**332.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cr0n's solution](#)

**333.**

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cr0n's solution](#)

**334.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2017-06-21 · last AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**335.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**336.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1800 · first AC: 2017-06-19 · last AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cr0n's solution](#)

**337.**

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1800 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, trees

[cr0n's solution](#)

**338.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cr0n's solution](#)

**339.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cr0n's solution](#)

**340.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**341.**

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[cr0n's solution](#)

**342.**

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[cr0n's solution](#)

**343.**

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[cr0n's solution](#)

**344.**

733C

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

Quality: 3,545 global accepts · Rating: 1800 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[cr0n's solution](#)

**345.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[cr0n's solution](#)

**346.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[cr0n's solution](#)

**347.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[cr0n's solution](#)

**348.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cr0n's solution](#)

**349.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[cr0n's solution](#)

**350.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy

[cr0n's solution](#)

**351.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[cr0n's solution](#)

**352.**

780D

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

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings  
[cr0n's solution](#)

**353.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms  
[cr0n's solution](#)

**354.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[cr0n's solution](#)

**355.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[cr0n's solution](#)

**356.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cr0n's solution](#)

**357.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures  
[cr0n's solution](#)

**358.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[cr0n's solution](#)

**359.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices  
[cr0n's solution](#)

**360.**

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks  
[cr0n's solution](#)

**361.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[crOn's solution](#)

**362.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, sortings

[crOn's solution](#)

**363.**

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory

[crOn's solution](#)

**364.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2018-04-22 · last AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[crOn's solution](#)

**365.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[crOn's solution](#)

**366.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[crOn's solution](#)

**367.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[crOn's solution](#)

**368.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[crOn's solution](#)

**369.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[crOn's solution](#)

**370.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[crOn's solution](#)

**371.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[cr0n's solution](#)

**372.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2017-07-20 · last AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[cr0n's solution](#)

**373.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers  
[cr0n's solution](#)

**374.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees  
[cr0n's solution](#)

**375.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1900 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers  
[cr0n's solution](#)

**376.**

832D

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

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[cr0n's solution](#)

**377.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[cr0n's solution](#)

**378.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[cr0n's solution](#)

**379.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[cr0n's solution](#)

**380.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[cr0n's solution](#)

**381.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[cr0n's solution](#)

**382.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees  
[cr0n's solution](#)

**383.**

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[cr0n's solution](#)

**384.**

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[cr0n's solution](#)

**385.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1900 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[cr0n's solution](#)

**386.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[cr0n's solution](#)

**387.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[cr0n's solution](#)

**388.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings  
[cr0n's solution](#)

**389.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp  
[cr0n's solution](#)

**390.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math  
[cr0n's solution](#)

**391.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities  
[cr0n's solution](#)

**392.**

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp,

implementation, meet-in-the-middle

[cr0n's solution](#)

**393.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[cr0n's solution](#)

**394.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[cr0n's solution](#)

**395.**

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**396.**

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cr0n's solution](#)

**397.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cr0n's solution](#)

**398.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[cr0n's solution](#)

**399.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**400.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[cr0n's solution](#)

**401.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, sortings

[cr0n's solution](#)

**402.**

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2017-06-22 · Python 3 (first AC) · Tags: greedy

[cr0n's solution](#)

**403.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[cr0n's solution](#)

**404.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2017-06-20 · Python 3 (first AC) · Tags: data structures, greedy, trees

[cr0n's solution](#)

**405.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cr0n's solution](#)

**406.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[cr0n's solution](#)

**407.**

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**408.**

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2017-06-18 · last AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**409.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[cr0n's solution](#)

**410.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cr0n's solution](#)

**411.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cr0n's solution](#)

**412.**

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2017-06-14 · last AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, number theory

[cr0n's solution](#)

**413.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[cr0n's solution](#)

**414.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs,

implementation, two pointers

[cr0n's solution](#)

**415.**

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[cr0n's solution](#)

**416.**

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[cr0n's solution](#)

**417.**

740D

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

Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[cr0n's solution](#)

**418.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[cr0n's solution](#)

**419.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[cr0n's solution](#)

**420.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[cr0n's solution](#)

**421.**

621E

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

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[cr0n's solution](#)

**422.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[cr0n's solution](#)

**423.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cr0n's solution](#)

**424.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[cr0n's solution](#)

**425.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[cr0n's solution](#)

**426.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cr0n's solution](#)

**427.**

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2023-05-10 · Python 3 (first AC) · Tags: brute force, math, number theory

[cr0n's solution](#)

**428.**

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cr0n's solution](#)

**429.**

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cr0n's solution](#)

**430.**

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cr0n's solution](#)

**431.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[cr0n's solution](#)

**432.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[cr0n's solution](#)

**433.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cr0n's solution](#)

**434.**

291E

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

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[cr0n's solution](#)

**435.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[cr0n's solution](#)

**436.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[cr0n's solution](#)

**437.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[cr0n's solution](#)

**438.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[cr0n's solution](#)

**439.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cr0n's solution](#)

**440.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[cr0n's solution](#)

**441.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cr0n's solution](#)

**442.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[cr0n's solution](#)

**443.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[cr0n's solution](#)

**444.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[cr0n's solution](#)

**445.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[cr0n's solution](#)

**446.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[cr0n's solution](#)

**447.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[cr0n's solution](#)

**448.**

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[cr0n's solution](#)

**449.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[cr0n's solution](#)

**450.**

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[cr0n's solution](#)

**451.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cr0n's solution](#)

**452.**

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cr0n's solution](#)

**453.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[cr0n's solution](#)

**454.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[cr0n's solution](#)

**455.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 2000 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cr0n's solution](#)

**456.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math

[cr0n's solution](#)

**457.**

39E

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

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[cr0n's solution](#)

**458.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[cr0n's solution](#)

**459.**

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: games

[cr0n's solution](#)

**460.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[cr0n's solution](#)

**461.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[cr0n's solution](#)

**462.**

39A

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

Quality: 794 global accepts · Rating: 2000 · first AC: 2023-02-22 · Python 3 (first AC) · Tags: expression parsing, greedy

[cr0n's solution](#)

**463.**

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[cr0n's solution](#)

**464.**

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[cr0n's solution](#)

**465.**

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[cr0n's solution](#)

**466.**

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[crOn's solution](#)

**467.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[crOn's solution](#)

**468.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[crOn's solution](#)

**469.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[crOn's solution](#)

**470.**

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[crOn's solution](#)

**471.**

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[crOn's solution](#)

**472.**

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[crOn's solution](#)

**473.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[crOn's solution](#)

**474.**

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[crOn's solution](#)

**475.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[cr0n's solution](#)

**476.**

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[cr0n's solution](#)

**477.**

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cr0n's solution](#)

**478.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cr0n's solution](#)

**479.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[cr0n's solution](#)

**480.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[cr0n's solution](#)

**481.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[cr0n's solution](#)

**482.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[cr0n's solution](#)

**483.**

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[cr0n's solution](#)

**484.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cr0n's solution](#)

**485.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cr0n's solution](#)

**486.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[cr0n's solution](#)

**487.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cr0n's solution](#)

**488.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cr0n's solution](#)

**489.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[cr0n's solution](#)

**490.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cr0n's solution](#)

**491.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[cr0n's solution](#)

**492.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cr0n's solution](#)

**493.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[cr0n's solution](#)

**494.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cr0n's solution](#)

**495.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[cr0n's solution](#)

**496.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[cr0n's solution](#)

**497.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cr0n's solution](#)

**498.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[cr0n's solution](#)

**499.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[cr0n's solution](#)

**500.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cr0n's solution](#)

**501.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[cr0n's solution](#)

**502.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[cr0n's solution](#)

**503.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[cr0n's solution](#)

**504.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[cr0n's solution](#)

**505.**

774L

[Bars](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search

[cr0n's solution](#)

**506.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[cr0n's solution](#)

**507.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[cr0n's solution](#)

**508.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[cr0n's solution](#)

**509.**

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[cr0n's solution](#)

**510.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory  
[cr0n's solution](#)

**511.**

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[cr0n's solution](#)

**512.**

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[cr0n's solution](#)

**513.**

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities  
[cr0n's solution](#)

**514.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy  
[cr0n's solution](#)

**515.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers  
[cr0n's solution](#)

**516.**

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[crOn's solution](#)

**517.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2018-05-12 · Python 3 (first AC) · Tags: implementation, math

[crOn's solution](#)

**518.**

862D

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

Quality: 2,044 global accepts · Rating: 2000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[crOn's solution](#)

**519.**

803F

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

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[crOn's solution](#)

**520.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[crOn's solution](#)

**521.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[crOn's solution](#)

**522.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[crOn's solution](#)

**523.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[crOn's solution](#)

**524.**

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[crOn's solution](#)

**525.**

82C

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

Quality: 871 global accepts · Rating: 2000 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, sortings

[crOn's solution](#)

**526.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[cr0n's solution](#)

**527.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cr0n's solution](#)

**528.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[cr0n's solution](#)

**529.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[cr0n's solution](#)

**530.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cr0n's solution](#)

**531.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cr0n's solution](#)

**532.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cr0n's solution](#)

**533.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,499 global accepts · Rating: 2000 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[cr0n's solution](#)

**534.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, trees

[cr0n's solution](#)

**535.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[cr0n's solution](#)

**536.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[cr0n's solution](#)

**537.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[cr0n's solution](#)

**538.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[cr0n's solution](#)

**539.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[cr0n's solution](#)

**540.**

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[cr0n's solution](#)

**541.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[cr0n's solution](#)

**542.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**543.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[cr0n's solution](#)

**544.**

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cr0n's solution](#)

**545.**

314C

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

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cr0n's solution](#)

**546.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cr0n's solution](#)

**547.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[cr0n's solution](#)

**548.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[cr0n's solution](#)

**549.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[cr0n's solution](#)

**550.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees  
[cr0n's solution](#)

**551.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[cr0n's solution](#)

**552.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees  
[cr0n's solution](#)

**553.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices  
[cr0n's solution](#)

**554.**

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2000 · first AC: 2017-06-22 · Python 3 (first AC) · Tags: brute force, dp, greedy  
[cr0n's solution](#)

**555.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees  
[cr0n's solution](#)

**556.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory  
[cr0n's solution](#)

**557.**

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[cr0n's solution](#)

**558.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-13 · last AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[cr0n's solution](#)

**559.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[cr0n's solution](#)

**560.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[cr0n's solution](#)

**561.**

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[cr0n's solution](#)

**562.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[cr0n's solution](#)

**563.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[cr0n's solution](#)

**564.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2017-06-01 · last AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cr0n's solution](#)

**565.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[cr0n's solution](#)

**566.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cr0n's solution](#)

**567.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[cr0n's solution](#)

**568.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[cr0n's solution](#)

**569.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[cr0n's solution](#)

**570.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[cr0n's solution](#)

**571.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[cr0n's solution](#)

**572.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[cr0n's solution](#)

**573.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[cr0n's solution](#)

**574.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[cr0n's solution](#)

**575.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[cr0n's solution](#)

**576.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cr0n's solution](#)

**577.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[cr0n's solution](#)

**578.**

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry  
[cr0n's solution](#)

**579.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy  
[cr0n's solution](#)

**580.**

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: games  
[cr0n's solution](#)

**581.**

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
[cr0n's solution](#)

**582.**

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[cr0n's solution](#)

**583.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs  
[cr0n's solution](#)

**584.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths  
[cr0n's solution](#)

**585.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy  
[cr0n's solution](#)

**586.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2023-02-22 · Python 3 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings  
[cr0n's solution](#)

**587.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu  
[cr0n's solution](#)

**588.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy  
[cr0n's solution](#)

**589.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[cr0n's solution](#)

**590.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[cr0n's solution](#)

**591.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[cr0n's solution](#)

**592.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[cr0n's solution](#)

**593.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[cr0n's solution](#)

**594.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cr0n's solution](#)

**595.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[cr0n's solution](#)

**596.**

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer  
[cr0n's solution](#)

**597.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees  
[cr0n's solution](#)

**598.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp  
[cr0n's solution](#)

**599.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[cr0n's solution](#)

**600.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[cr0n's solution](#)

**601.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar

[cr0n's solution](#)

**602.**

838B

[Diverging Directions](#) · [Tutorial](#)

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**603.**

342D

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**604.**

920E

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

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**605.**

455C

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**606.**

1187E

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**607.**

1207F

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**608.**

675C

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**609.**

474F

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**610.**

1364D

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1333D

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**612.**

543B

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**613.**

1365F

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**614.**

1217D

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**615.**

1511E

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**616.**

1606E

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**617.**

1151E

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**618.**

1271E

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1553E

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1332E

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**621.**

1493D

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1343E

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**623.**

1372D

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333D

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768E

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1605D

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1166E

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**631.**

1454F

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1322B

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1366E

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587B

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**687.**

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464C

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77C

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[cr0n's solution](#)

**697.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[cr0n's solution](#)

**698.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[cr0n's solution](#)

**699.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cr0n's solution](#)

**700.**

356C

[Compartment](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[cr0n's solution](#)

**701.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[cr0n's solution](#)

**702.**

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cr0n's solution](#)

**703.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[cr0n's solution](#)

**704.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[cr0n's solution](#)

**705.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[cr0n's solution](#)

**706.**

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2100 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cr0n's solution](#)

**707.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[cr0n's solution](#)

**708.**

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[cr0n's solution](#)

**709.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[cr0n's solution](#)

**710.**

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[cr0n's solution](#)

**711.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2017-05-31 · last AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[cr0n's solution](#)

**712.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[cr0n's solution](#)

**713.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[cr0n's solution](#)

**714.**

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[cr0n's solution](#)

**715.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[cr0n's solution](#)

**716.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[cr0n's solution](#)

**717.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[cr0n's solution](#)

**718.**

863F

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

Quality: 1,528 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: flows

[cr0n's solution](#)

**719.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[cr0n's solution](#)

**720.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[cr0n's solution](#)

**721.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[cr0n's solution](#)

**722.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cr0n's solution](#)

**723.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[cr0n's solution](#)

**724.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[cr0n's solution](#)

**725.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[cr0n's solution](#)

**726.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,992 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[cr0n's solution](#)

**727.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cr0n's solution](#)

**728.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[cr0n's solution](#)

**729.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cr0n's solution](#)

**730.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[cr0n's solution](#)

**731.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[cr0n's solution](#)

**732.**

1398E

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

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cr0n's solution](#)

**733.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[cr0n's solution](#)

**734.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[cr0n's solution](#)

**735.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[cr0n's solution](#)

**736.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[cr0n's solution](#)

**737.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[cr0n's solution](#)

**738.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[cr0n's solution](#)

**739.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[cr0n's solution](#)

**740.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees  
[cr0n's solution](#)

**741.**

1040E

[Network Safety](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs  
[cr0n's solution](#)

**742.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[cr0n's solution](#)

**743.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp  
[cr0n's solution](#)

**744.**

255E

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

Quality: 977 global accepts · Rating: 2200 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math  
[cr0n's solution](#)

**745.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cr0n's solution](#)

**746.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees  
[cr0n's solution](#)

**747.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[cr0n's solution](#)

**748.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[cr0n's solution](#)

**749.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[cr0n's solution](#)

**750.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[cr0n's solution](#)

### 751.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[cr0n's solution](#)

### 752.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[cr0n's solution](#)

### 753.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cr0n's solution](#)

### 754.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cr0n's solution](#)

### 755.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cr0n's solution](#)

### 756.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[cr0n's solution](#)

### 757.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[cr0n's solution](#)

### 758.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[cr0n's solution](#)

### 759.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cr0n's solution](#)

### 760.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[cr0n's solution](#)

**761.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[cr0n's solution](#)

**762.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[cr0n's solution](#)

**763.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[cr0n's solution](#)

**764.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cr0n's solution](#)

**765.**

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cr0n's solution](#)

**766.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[cr0n's solution](#)

**767.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[cr0n's solution](#)

**768.**

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cr0n's solution](#)

**769.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2017-07-15 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[cr0n's solution](#)

**770.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[cr0n's solution](#)

**771.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cr0n's solution](#)

**772.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cr0n's solution](#)

**773.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cr0n's solution](#)

**774.**

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[cr0n's solution](#)

**775.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[cr0n's solution](#)

**776.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,314 global accepts · Rating: 2200 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[cr0n's solution](#)

**777.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**778.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[cr0n's solution](#)

**779.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[cr0n's solution](#)

**780.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**781.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[cr0n's solution](#)

**782.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2017-06-16 · last AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[cr0n's solution](#)

**783.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cr0n's solution](#)

**784.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[cr0n's solution](#)

**785.**

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cr0n's solution](#)

**786.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[cr0n's solution](#)

**787.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[cr0n's solution](#)

**788.**

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[cr0n's solution](#)

**789.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[cr0n's solution](#)

**790.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2017-06-07 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[cr0n's solution](#)

**791.**

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[cr0n's solution](#)

**792.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[cr0n's solution](#)

**793.**

567E

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

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[cr0n's solution](#)

**794.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[cr0n's solution](#)

**795.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[cr0n's solution](#)

**796.**

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cr0n's solution](#)

**797.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[cr0n's solution](#)

**798.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[cr0n's solution](#)

**799.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[cr0n's solution](#)

**800.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cr0n's solution](#)

**801.**

1040C

[Timetable](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cr0n's solution](#)

**802.**

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cr0n's solution](#)

**803.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[cr0n's solution](#)

**804.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[cr0n's solution](#)

**805.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[cr0n's solution](#)

**806.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[cr0n's solution](#)

**807.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[cr0n's solution](#)

**808.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[cr0n's solution](#)

**809.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[cr0n's solution](#)

**810.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cr0n's solution](#)

**811.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[cr0n's solution](#)

**812.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cr0n's solution](#)

**813.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[cr0n's solution](#)

**814.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cr0n's solution](#)

**815.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cr0n's solution](#)

**816.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[cr0n's solution](#)

**817.**

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[cr0n's solution](#)

**818.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**819.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[cr0n's solution](#)

**820.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[cr0n's solution](#)

**821.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cr0n's solution](#)

**822.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees  
[cr0n's solution](#)

**823.**

675E

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

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[cr0n's solution](#)

**824.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[cr0n's solution](#)

**825.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2017-06-09 · last AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[cr0n's solution](#)

**826.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs  
[cr0n's solution](#)

**827.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy  
[cr0n's solution](#)

**828.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[cr0n's solution](#)

**829.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[cr0n's solution](#)

**830.**

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation  
[cr0n's solution](#)

**831.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[cr0n's solution](#)

**832.**

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[cr0n's solution](#)

**833.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[cr0n's solution](#)

**834.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[cr0n's solution](#)

**835.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cr0n's solution](#)

**836.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[cr0n's solution](#)

**837.**

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-10-11 · last AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[cr0n's solution](#)

**838.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[cr0n's solution](#)

**839.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[cr0n's solution](#)

**840.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[cr0n's solution](#)

**841.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[cr0n's solution](#)

**842.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cr0n's solution](#)

**843.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search  
[cr0n's solution](#)

**844.**

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2018-05-12 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math  
[cr0n's solution](#)

**845.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[cr0n's solution](#)

**846.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees  
[cr0n's solution](#)

**847.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[cr0n's solution](#)

**848.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[cr0n's solution](#)

**849.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees  
[cr0n's solution](#)

**850.**

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[cr0n's solution](#)

**851.**

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[cr0n's solution](#)

**852.**

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[cr0n's solution](#)

**853.**

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cr0n's solution](#)

**854.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[cr0n's solution](#)

**855.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cr0n's solution](#)

**856.**

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[cr0n's solution](#)

**857.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[cr0n's solution](#)

**858.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[cr0n's solution](#)

**859.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[cr0n's solution](#)

**860.**

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[cr0n's solution](#)

**861.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cr0n's solution](#)

**862.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[cr0n's solution](#)

**863.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[cr0n's solution](#)

**864.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[cr0n's solution](#)

**865.**

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math  
[cr0n's solution](#)

**866.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory  
[cr0n's solution](#)

**867.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[cr0n's solution](#)

**868.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[cr0n's solution](#)

**869.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[cr0n's solution](#)

**870.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[cr0n's solution](#)

**871.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[cr0n's solution](#)

**872.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cr0n's solution](#)

**873.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cr0n's solution](#)

**874.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cr0n's solution](#)

**875.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cr0n's solution](#)

**876.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cr0n's solution](#)

**877.**

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[cr0n's solution](#)

**878.**

1020E

[Sergey's problem](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cr0n's solution](#)

**879.**

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[cr0n's solution](#)

**880.**

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cr0n's solution](#)

**881.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cr0n's solution](#)