

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

<https://cfelitetracker.vercel.app>

Unique solved — crathva

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

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

Filters: none

Count: 944

1.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[crathva's solution](#)

2.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,434 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[crathva's solution](#)

3.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[crathva's solution](#)

4.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[crathva's solution](#)

5.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,157 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

6.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,281 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[crathva's solution](#)

7.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[crathva's solution](#)

8.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[crathva's solution](#)

9.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[crathva's solution](#)

10.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[crathva's solution](#)

11.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[crathva's solution](#)

12.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[crathva's solution](#)

13.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

14.

959A

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

Quality: 55,677 global accepts · Rating: 800 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[crathva's solution](#)

15.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[crathva's solution](#)

16.

935A

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

Quality: 47,239 global accepts · Rating: 800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

17.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

18.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[crathva's solution](#)

19.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,712 global accepts · Rating: 800 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[crathva's solution](#)

20.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[crathva's solution](#)

21.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[crathva's solution](#)

22.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

23.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

24.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

25.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

26.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

27.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[crathva's solution](#)

28.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

29.

723A

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

Quality: 100,737 global accepts · Rating: 800 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[crathva's solution](#)

30.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[crathva's solution](#)

31.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

32.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[crathva's solution](#)

33.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

34.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

35.

268A

[Games](#) · [Tutorial](#)

Quality: 104,233 global accepts · Rating: 800 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[crathva's solution](#)

36.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

37.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,228 global accepts · Rating: 800 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[crathva's solution](#)

38.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,442 global accepts · Rating: 800 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

39.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

40.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,236 global accepts · Rating: 800 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

41.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[crathva's solution](#)

42.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

43.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,599 global accepts · Rating: 800 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

44.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

45.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[crathva's solution](#)

46.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

47.

486A

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

Quality: 154,176 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation, math

[crathva's solution](#)

48.

472A

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

Quality: 70,785 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: math, number theory

[crathva's solution](#)

49.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation, strings

[crathva's solution](#)

50.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force

[crathva's solution](#)

51.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

52.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,120 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[crathva's solution](#)

53.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,544 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

54.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[crathva's solution](#)

55.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[crathva's solution](#)

56.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation
[crathva's solution](#)

57.

467A

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

Quality: 155,977 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation
[crathva's solution](#)

58.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[crathva's solution](#)

59.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,062 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation, strings
[crathva's solution](#)

60.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,640 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation
[crathva's solution](#)

61.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation
[crathva's solution](#)

62.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,448 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[crathva's solution](#)

63.

112A

[Petia and Strings](#) · [Tutorial](#)

Quality: 287,327 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation, strings
[crathva's solution](#)

64.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation
[crathva's solution](#)

65.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: brute force, greedy
[crathva's solution](#)

66.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: greedy, math
[crathva's solution](#)

67.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: *special, implementation
[crathva's solution](#)

68.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: strings
[crathva's solution](#)

69.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: brute force, math
[crathva's solution](#)

70.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[crathva's solution](#)

71.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[crathva's solution](#)

72.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[crathva's solution](#)

73.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

74.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[crathva's solution](#)

75.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

76.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 900 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

77.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[crathva's solution](#)

78.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 900 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[crathva's solution](#)

79.

913A

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

Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

80.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

81.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[crathva's solution](#)

82.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

83.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[crathva's solution](#)

84.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[crathva's solution](#)

85.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[crathva's solution](#)

86.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[crathva's solution](#)

87.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: strings

[crathva's solution](#)

88.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation, math

[crathva's solution](#)

89.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[crathva's solution](#)

90.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

91.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,713 global accepts · Rating: 900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[crathva's solution](#)

92.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: greedy

[crathva's solution](#)

93.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[crathva's solution](#)

94.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation

[crathva's solution](#)

95.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation, strings

[crathva's solution](#)

96.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[crathva's solution](#)

97.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[crathva's solution](#)

98.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[crathva's solution](#)

99.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

100.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[crathva's solution](#)

101.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[crathva's solution](#)

102.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

103.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[crathva's solution](#)

104.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[crathva's solution](#)

105.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

106.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

107.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[crathva's solution](#)

108.

893B

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

Quality: 12,666 global accepts · Rating: 1000 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[crathva's solution](#)

109.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[crathva's solution](#)

110.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[crathva's solution](#)

111.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

112.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, implementation
[crathva's solution](#)

113.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[crathva's solution](#)

114.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

115.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,188 global accepts · Rating: 1000 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings
[crathva's solution](#)

116.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[crathva's solution](#)

117.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

118.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,025 global accepts · Rating: 1000 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[crathva's solution](#)

119.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force, math
[crathva's solution](#)

120.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation, math
[crathva's solution](#)

121.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: greedy, strings
[crathva's solution](#)

122.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: brute force, number theory
[crathva's solution](#)

123.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation, strings
[crathva's solution](#)

124.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: implementation, strings
[crathva's solution](#)

125.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: math
[crathva's solution](#)

126.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[crathva's solution](#)

127.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[crathva's solution](#)

128.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[crathva's solution](#)

129.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[crathva's solution](#)

130.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[crathva's solution](#)

131.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

132.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

133.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[crathva's solution](#)

134.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-11 · last AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[crathva's solution](#)

135.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[crathva's solution](#)

136.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[crathva's solution](#)

137.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[crathva's solution](#)

138.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[crathva's solution](#)

139.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

140.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[crathva's solution](#)

141.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation, math
[crathva's solution](#)

142.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[crathva's solution](#)

143.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[crathva's solution](#)

144.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[crathva's solution](#)

145.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1200 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[crathva's solution](#)

146.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[crathva's solution](#)

147.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[crathva's solution](#)

148.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[crathva's solution](#)

149.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[crathva's solution](#)

150.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[crathva's solution](#)

151.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[crathva's solution](#)

152.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation
[crathva's solution](#)

153.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

154.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[crathva's solution](#)

155.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[crathva's solution](#)

156.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[crathva's solution](#)

157.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[crathva's solution](#)

158.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

159.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[crathva's solution](#)

160.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

161.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[crathva's solution](#)

162.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[crathva's solution](#)

163.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[crathva's solution](#)

164.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[crathva's solution](#)

165.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2026-04-09 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[crathva's solution](#)

166.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[crathva's solution](#)

167.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[crathva's solution](#)

168.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[crathva's solution](#)

169.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[crathva's solution](#)

170.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2019-04-24 · last AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[crathva's solution](#)

171.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[crathva's solution](#)

172.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[crathva's solution](#)

173.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[crathva's solution](#)

174.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

175.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[crathva's solution](#)

176.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

177.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[crathva's solution](#)

178.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[crathva's solution](#)

179.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[crathva's solution](#)

180.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,551 global accepts · Rating: 1300 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[crathva's solution](#)

181.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[crathva's solution](#)

182.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[crathva's solution](#)

183.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[crathva's solution](#)

184.

722A

[Broken Clock](#) · [Tutorial](#)

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

[crathva's solution](#)

185.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[crathva's solution](#)

186.

586B

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

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crathva's solution](#)

187.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[crathva's solution](#)

188.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: brute force, dp

[crathva's solution](#)

189.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[crathva's solution](#)

190.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[crathva's solution](#)

191.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[crathva's solution](#)

192.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[crathva's solution](#)

193.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[crathva's solution](#)

194.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[crathva's solution](#)

195.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1400 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[crathva's solution](#)

196.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-19 · last AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[crathva's solution](#)

197.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[crathva's solution](#)

198.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[crathva's solution](#)

199.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,335 global accepts · Rating: 1400 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[crathva's solution](#)

200.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[crathva's solution](#)

201.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,026 global accepts · Rating: 1400 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

202.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[crathva's solution](#)

203.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[crathva's solution](#)

204.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: dp

[crathva's solution](#)

205.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[crathva's solution](#)

206.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[crathva's solution](#)

207.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[crathva's solution](#)

208.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[crathva's solution](#)

209.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[crathva's solution](#)

210.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[crathva's solution](#)

211.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[crathva's solution](#)

212.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2019-02-03 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[crathva's solution](#)

213.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[crathva's solution](#)

214.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

215.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math
[crathva's solution](#)

216.

690C2

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

Quality: 5,012 global accepts · Rating: 1500 · first AC: 2018-07-02 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[crathva's solution](#)

217.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[crathva's solution](#)

218.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[crathva's solution](#)

219.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[crathva's solution](#)

220.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[crathva's solution](#)

221.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[crathva's solution](#)

222.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[crathva's solution](#)

223.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,741 global accepts · Rating: 1500 · first AC: 2017-08-27 · last AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[crathva's solution](#)

224.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[crathva's solution](#)

225.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[crathva's solution](#)

226.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[crathva's solution](#)

227.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
[crathva's solution](#)

228.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory
[crathva's solution](#)

229.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[crathva's solution](#)

230.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[crathva's solution](#)

231.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[crathva's solution](#)

232.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[crathva's solution](#)

233.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[crathva's solution](#)

234.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[crathva's solution](#)

235.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[crathva's solution](#)

236.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[crathva's solution](#)

237.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math

[crathva's solution](#)

238.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[crathva's solution](#)

239.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[crathva's solution](#)

240.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[crathva's solution](#)

241.

209A

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

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[crathva's solution](#)

242.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[crathva's solution](#)

243.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[crathva's solution](#)

244.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2018-07-24 · Python 3 (first AC) · Tags: combinatorics, math

[crathva's solution](#)

245.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation

[crathva's solution](#)

246.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[crathva's solution](#)

247.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[crathva's solution](#)

248.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[crathva's solution](#)

249.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[crathva's solution](#)

250.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[crathva's solution](#)

251.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2018-03-11 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[crathva's solution](#)

252.

888D

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

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[crathva's solution](#)

253.

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-27 · last AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[crathva's solution](#)

254.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[crathva's solution](#)

255.

71C

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

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[crathva's solution](#)

256.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[crathva's solution](#)

257.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[crathva's solution](#)

258.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1600 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[crathva's solution](#)

259.

712C

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

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[crathva's solution](#)

260.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp, strings
[crathva's solution](#)

261.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
[crathva's solution](#)

262.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[crathva's solution](#)

263.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[crathva's solution](#)

264.

1248C

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

Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[crathva's solution](#)

265.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[crathva's solution](#)

266.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[crathva's solution](#)

267.

164A

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

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[crathva's solution](#)

268.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[crathva's solution](#)

269.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[crathva's solution](#)

270.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

271.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[crathva's solution](#)

272.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, meet-in-the-middle

[crathva's solution](#)

273.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1700 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[crathva's solution](#)

274.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[crathva's solution](#)

275.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[crathva's solution](#)

276.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[crathva's solution](#)

277.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[crathva's solution](#)

278.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[crathva's solution](#)

279.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[crathva's solution](#)

280.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[crathva's solution](#)

281.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 1700 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[crathva's solution](#)

282.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[crathva's solution](#)

283.

65B

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

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[crathva's solution](#)

284.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[crathva's solution](#)

285.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[crathva's solution](#)

286.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[crathva's solution](#)

287.

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-11 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[crathva's solution](#)

288.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two

pointers

[crathva's solution](#)

289.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2016-10-01 · last AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[crathva's solution](#)

290.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[crathva's solution](#)

291.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[crathva's solution](#)

292.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[crathva's solution](#)

293.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[crathva's solution](#)

294.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[crathva's solution](#)

295.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[crathva's solution](#)

296.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[crathva's solution](#)

297.

442B

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

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[crathva's solution](#)

298.

24C

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

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[crathva's solution](#)

299.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[crathva's solution](#)

300.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2019-02-06 · last AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[crathva's solution](#)

301.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[crathva's solution](#)

302.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[crathva's solution](#)

303.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[crathva's solution](#)

304.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[crathva's solution](#)

305.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[crathva's solution](#)

306.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[crathva's solution](#)

307.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2018-10-24 · last AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[crathva's solution](#)

308.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[crathva's solution](#)

309.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[crathva's solution](#)

310.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy

[crathva's solution](#)

311.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[crathva's solution](#)

312.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,927 global accepts · Rating: 1800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[crathva's solution](#)

313.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[crathva's solution](#)

314.

120H

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

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[crathva's solution](#)

315.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[crathva's solution](#)

316.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

317.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[crathva's solution](#)

318.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[crathva's solution](#)

319.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[crathva's solution](#)

320.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-03-15 · last AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[crathva's solution](#)

321.

946D

[Timetable](#) · [Tutorial](#)

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

[crathva's solution](#)

322.

911D

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

Quality: 5,109 global accepts · Rating: 1800 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[crathva's solution](#)

323.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[crathva's solution](#)

324.

894B

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

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[crathva's solution](#)

325.

869C

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

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[crathva's solution](#)

326.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[crathva's solution](#)

327.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[crathva's solution](#)

328.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[crathva's solution](#)

329.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[crathva's solution](#)

330.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[crathva's solution](#)

331.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[crathva's solution](#)

332.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[crathva's solution](#)

333.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[crathva's solution](#)

334.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[crathva's solution](#)

335.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2018-07-25 · last AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[crathva's solution](#)

336.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[crathva's solution](#)

337.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
[crathva's solution](#)

338.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[crathva's solution](#)

339.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[crathva's solution](#)

340.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[crathva's solution](#)

341.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[crathva's solution](#)

342.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[crathva's solution](#)

343.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[crathva's solution](#)

344.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings

[crathva's solution](#)

345.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[crathva's solution](#)

346.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[crathva's solution](#)

347.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[crathva's solution](#)

348.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[crathva's solution](#)

349.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[crathva's solution](#)

350.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

351.

195D

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

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings
[crathva's solution](#)

352.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-23 · last AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[crathva's solution](#)

353.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings
[crathva's solution](#)

354.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings
[crathva's solution](#)

355.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[crathva's solution](#)

356.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2018-11-11 · last AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[crathva's solution](#)

357.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-24 · last AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[crathva's solution](#)

358.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[crathva's solution](#)

359.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2018-10-07 · last AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[crathva's solution](#)

360.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, geometry, sortings
[crathva's solution](#)

361.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2018-08-08 · last AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[crathva's solution](#)

362.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, sortings
[crathva's solution](#)

363.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, trees
[crathva's solution](#)

364.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers
[crathva's solution](#)

365.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu
[crathva's solution](#)

366.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[crathva's solution](#)

367.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[crathva's solution](#)

368.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[crathva's solution](#)

369.

717E

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

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[crathva's solution](#)

370.

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[crathva's solution](#)

371.

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[crathva's solution](#)

372.

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[crathva's solution](#)

373.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees
[crathva's solution](#)

374.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths
[crathva's solution](#)

375.

865B

[Ordering Pizza](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: 1900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search
[crathva's solution](#)

376.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[crathva's solution](#)

377.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[crathva's solution](#)

378.

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[crathva's solution](#)

379.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[crathva's solution](#)

380.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[crathva's solution](#)

381.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[crathva's solution](#)

382.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy,

implementation

[crathva's solution](#)

383.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[crathva's solution](#)

384.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[crathva's solution](#)

385.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[crathva's solution](#)

386.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[crathva's solution](#)

387.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[crathva's solution](#)

388.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

389.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[crathva's solution](#)

390.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2020-01-16 · last AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[crathva's solution](#)

391.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[crathva's solution](#)

392.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[crathva's solution](#)

393.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2018-10-07 · last AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[crathva's solution](#)

394.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[crathva's solution](#)

395.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory

[crathva's solution](#)

396.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[crathva's solution](#)

397.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[crathva's solution](#)

398.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[crathva's solution](#)

399.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[crathva's solution](#)

400.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[crathva's solution](#)

401.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[crathva's solution](#)

402.

39A

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

Quality: 794 global accepts · Rating: 2000 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, greedy

[crathva's solution](#)

403.

621E

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

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[crathva's solution](#)

404.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[crathva's solution](#)

405.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2018-11-13 · last AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

406.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[crathva's solution](#)

407.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[crathva's solution](#)

408.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[crathva's solution](#)

409.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[crathva's solution](#)

410.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[crathva's solution](#)

411.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[crathva's solution](#)

412.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[crathva's solution](#)

413.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, probabilities

[crathva's solution](#)

414.

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings,

two pointers

[crathva's solution](#)

415.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures

[crathva's solution](#)

416.

681D

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

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[crathva's solution](#)

417.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[crathva's solution](#)

418.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[crathva's solution](#)

419.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[crathva's solution](#)

420.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[crathva's solution](#)

421.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[crathva's solution](#)

422.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[crathva's solution](#)

423.

855C

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

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[crathva's solution](#)

424.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[crathva's solution](#)

425.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2018-07-30 · last AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[crathva's solution](#)

426.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2018-07-27 · last AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[crathva's solution](#)

427.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees
[crathva's solution](#)

428.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-07-26 · Python 3 (first AC) · Tags: math
[crathva's solution](#)

429.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[crathva's solution](#)

430.

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[crathva's solution](#)

431.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[crathva's solution](#)

432.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2018-07-24 · last AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[crathva's solution](#)

433.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[crathva's solution](#)

434.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[crathva's solution](#)

435.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[crathva's solution](#)

436.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 2000 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[crathva's solution](#)

437.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[crathva's solution](#)

438.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[crathva's solution](#)

439.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,854 global accepts · Rating: 2000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[crathva's solution](#)

440.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[crathva's solution](#)

441.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-27 · last AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[crathva's solution](#)

442.

453B

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

Quality: 5,404 global accepts · Rating: 2000 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[crathva's solution](#)

443.

1472G

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

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[crathva's solution](#)

444.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[crathva's solution](#)

445.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[crathva's solution](#)

446.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[crathva's solution](#)

447.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[crathva's solution](#)

448.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[crathva's solution](#)

449.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[crathva's solution](#)

450.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[crathva's solution](#)

451.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees
[crathva's solution](#)

452.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[crathva's solution](#)

453.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[crathva's solution](#)

454.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 2100 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[crathva's solution](#)

455.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[crathva's solution](#)

456.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[crathva's solution](#)

457.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math
[crathva's solution](#)

458.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
[crathva's solution](#)

459.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities
[crathva's solution](#)

460.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[crathva's solution](#)

461.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[crathva's solution](#)

462.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[crathva's solution](#)

463.

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[crathva's solution](#)

464.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
[crathva's solution](#)

465.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

466.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[crathva's solution](#)

467.

702E

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

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[crathva's solution](#)

468.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[crathva's solution](#)

469.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-09-23 · last AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[crathva's solution](#)

470.

774A

[Amusement Park](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2100 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, ternary search

[crathva's solution](#)

471.

602D

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

Rating: 2100 · first AC: 2018-08-31 · last AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[crathva's solution](#)

472.

852E

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

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

473.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[crathva's solution](#)

474.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[crathva's solution](#)

475.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[crathva's solution](#)

476.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

477.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[crathva's solution](#)

478.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[crathva's solution](#)

479.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[crathva's solution](#)

480.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[crathva's solution](#)

481.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[crathva's solution](#)

482.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[crathva's solution](#)

483.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-08-07 · last AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[crathva's solution](#)

484.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[crathva's solution](#)

485.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[crathva's solution](#)

486.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[crathva's solution](#)

487.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory
[crathva's solution](#)

488.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[crathva's solution](#)

489.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[crathva's solution](#)

490.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[crathva's solution](#)

491.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[crathva's solution](#)

492.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
[crathva's solution](#)

493.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[crathva's solution](#)

494.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[crathva's solution](#)

495.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2018-07-26 · last AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[crathva's solution](#)

496.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[crathva's solution](#)

497.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[crathva's solution](#)

498.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers
[crathva's solution](#)

499.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer
[crathva's solution](#)

500.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2100 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[crathva's solution](#)

501.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[crathva's solution](#)

502.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs
[crathva's solution](#)

503.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees
[crathva's solution](#)

504.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-27 · last AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[crathva's solution](#)

505.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs
[crathva's solution](#)

506.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[crathva's solution](#)

507.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

508.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[crathva's solution](#)

509.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[crathva's solution](#)

510.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[crathva's solution](#)

511.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[crathva's solution](#)

512.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[crathva's solution](#)

513.

567E

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

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[crathva's solution](#)

514.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[crathva's solution](#)

515.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[crathva's solution](#)

516.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[crathva's solution](#)

517.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, hashing
[crathva's solution](#)

518.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths
[crathva's solution](#)

519.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[crathva's solution](#)

520.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[crathva's solution](#)

521.

863F

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

Quality: 1,528 global accepts · Rating: 2200 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows
[crathva's solution](#)

522.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows
[crathva's solution](#)

523.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[crathva's solution](#)

524.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-08-29 · last AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[crathva's solution](#)

525.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[crathva's solution](#)

526.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
[crathva's solution](#)

527.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[crathva's solution](#)

528.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[crathva's solution](#)

529.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[crathva's solution](#)

530.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[crathva's solution](#)

531.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[crathva's solution](#)

532.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[crathva's solution](#)

533.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[crathva's solution](#)

534.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[crathva's solution](#)

535.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[crathva's solution](#)

536.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[crathva's solution](#)

537.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[crathva's solution](#)

538.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[crathva's solution](#)

539.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[crathva's solution](#)

540.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[crathva's solution](#)

541.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[crathva's solution](#)

542.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[crathva's solution](#)

543.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[crathva's solution](#)

544.

713B

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

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[crathva's solution](#)

545.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[crathva's solution](#)

546.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[crathva's solution](#)

547.

1252L

[Road Construction](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[crathva's solution](#)

548.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[crathva's solution](#)

549.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees
[crathva's solution](#)

550.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-13 · last AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[crathva's solution](#)

551.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[crathva's solution](#)

552.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[crathva's solution](#)

553.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[crathva's solution](#)

554.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[crathva's solution](#)

555.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[crathva's solution](#)

556.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[crathva's solution](#)

557.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[crathva's solution](#)

558.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[crathva's solution](#)

559.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

560.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[crathva's solution](#)

561.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[crathva's solution](#)

562.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[crathva's solution](#)

563.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[crathva's solution](#)

564.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[crathva's solution](#)

565.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[crathva's solution](#)

566.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[crathva's solution](#)

567.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[crathva's solution](#)

568.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[crathva's solution](#)

569.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[crathva's solution](#)

570.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[crathva's solution](#)

571.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[crathva's solution](#)

572.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[crathva's solution](#)

573.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[crathva's solution](#)

574.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[crathva's solution](#)

575.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[crathva's solution](#)

576.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[crathva's solution](#)

577.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[crathva's solution](#)

578.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[crathva's solution](#)

579.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math
[crathva's solution](#)

580.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[crathva's solution](#)

581.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[crathva's solution](#)

582.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[crathva's solution](#)

583.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[crathva's solution](#)

584.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2020-07-28 · last AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[crathva's solution](#)

585.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[crathva's solution](#)

586.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[crathva's solution](#)

587.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[crathva's solution](#)

588.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[crathva's solution](#)

589.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[crathva's solution](#)

590.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory
[crathva's solution](#)

591.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[crathva's solution](#)

592.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[crathva's solution](#)

593.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2019-02-04 · last AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory
[crathva's solution](#)

594.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2019-02-02 · last AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
[crathva's solution](#)

595.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[crathva's solution](#)

596.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer
[crathva's solution](#)

597.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[crathva's solution](#)

598.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[crathva's solution](#)

599.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[crathva's solution](#)

600.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows
[crathva's solution](#)

601.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, trees
[crathva's solution](#)

602.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[crathva's solution](#)

603.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[crathva's solution](#)

604.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[crathva's solution](#)

605.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[crathva's solution](#)

606.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 2400 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, probabilities
[crathva's solution](#)

607.

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, matrices
[crathva's solution](#)

608.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices
[crathva's solution](#)

609.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[crathva's solution](#)

610.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[crathva's solution](#)

611.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[crathva's solution](#)

612.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu
[crathva's solution](#)

613.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[crathva's solution](#)

614.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs
[crathva's solution](#)

615.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[crathva's solution](#)

616.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[crathva's solution](#)

617.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[crathva's solution](#)

618.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[crathva's solution](#)

619.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy
[crathva's solution](#)

620.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2018-09-03 · last AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[crathva's solution](#)

621.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[crathva's solution](#)

622.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
[crathva's solution](#)

623.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[crathva's solution](#)

624.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[crathva's solution](#)

625.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[crathva's solution](#)

626.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[crathva's solution](#)

627.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[crathva's solution](#)

628.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[crathva's solution](#)

629.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[crathva's solution](#)

630.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[crathva's solution](#)

631.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[crathva's solution](#)

632.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2019-02-02 · last AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[crathva's solution](#)

633.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[crathva's solution](#)

634.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[crathva's solution](#)

635.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[crathva's solution](#)

636.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[crathva's solution](#)

637.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry, greedy

[crathva's solution](#)

638.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[crathva's solution](#)

639.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[crathva's solution](#)

640.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[crathva's solution](#)

641.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2019-08-18 · last AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[crathva's solution](#)

642.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2019-01-17 · last AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities

[crathva's solution](#)

643.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[crathva's solution](#)

644.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[crathva's solution](#)

645.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[crathva's solution](#)

646.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2018-07-25 · last AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[crathva's solution](#)

647.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[crathva's solution](#)

648.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2018-08-29 · last AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[crathva's solution](#)

649.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[crathva's solution](#)

650.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[crathva's solution](#)

651.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[crathva's solution](#)

652.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · last AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

653.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[crathva's solution](#)

654.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

655.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

656.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

657.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

658.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

659.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

660.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[crathva's solution](#)

661.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

662.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

663.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

664.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

665.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

666.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

667.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

668.

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

669.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

670.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

671.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

672.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

673.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

674.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

675.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

676.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

677.

100553H

[Hidden Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

678.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

679.

100553D

[Damage Assessment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

680.

101158K

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

Rating: — · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

681.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

682.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

683.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

684.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

685.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

686.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

687.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

688.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

689.

101158C

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

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

690.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

691.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

692.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

693.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

694.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

695.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

696.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

697.

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

698.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

699.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

700.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

701.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

702.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

703.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

704.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

705.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

706.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

707.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

708.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

709.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

710.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

711.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

712.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

713.

100958F

[Directions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

714.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

715.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

716.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

717.

102135C

[Good subset](#) · [Tutorial](#)

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

718.

102135E

[Equation](#) · [Tutorial](#)

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

719.

102135F

[The closest subsequence](#) · [Tutorial](#)

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

720.

102135H

[Large and even](#) · [Tutorial](#)

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

721.

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

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

722.

102135A

[BSUIR Open](#) · [Tutorial](#)

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

723.

101666K

[King of the Waves](#) · [Tutorial](#)

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

724.

101666I

[Irrational Division](#) · [Tutorial](#)

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

725.

101666H

[Hoarse Horses](#) · [Tutorial](#)

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

726.

101666E

[Easter Eggs](#) · [Tutorial](#)

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

727.

101666L

[Lemonade Trade](#) · [Tutorial](#)

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

728.

101666C

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

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

729.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

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

730.

101666A

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

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

731.

101666F

[Falling Apart](#) · [Tutorial](#)

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

732.

101666D

[Detour](#) · [Tutorial](#)

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

733.

102219G

[Timeout](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

734.

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

735.

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

736.

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

737.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

738.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

739.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

740.

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

741.

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

742.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

743.

101190J

[Jenga Boom](#) · [Tutorial](#)

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

744.

101190E

[Expect to Wait](#) · [Tutorial](#)

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

745.

101190H

[Hard Refactoring](#) · [Tutorial](#)

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

746.

101190F

[Foreign Postcards](#) · [Tutorial](#)

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

747.

101190A

[Abbreviation](#) · [Tutorial](#)

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

748.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

749.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

750.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

751.

101620A

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

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

752.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

753.

101630A

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

Rating: — · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

754.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

755.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

756.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

757.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

758.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

759.

100959L

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

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

760.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

761.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

762.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

763.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

764.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

765.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

766.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

767.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

768.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

769.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

770.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

771.

100641I

[Watch, Man!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

772.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

773.

100641E

[Inspectors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

774.

100641C

[Domiyahtzee!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

775.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

776.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

777.

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

778.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

779.

100864K

[Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

780.

100864L

[Laboratory of ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

781.

100864B

[Blackboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

782.

100864A

[Agnatic Seniority](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

783.

100864F

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

784.

100864I

[Infinite Improbability Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

785.

100864J

[Jeltz' Torture](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

786.

100864C

[Coding](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

787.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

788.

102465J

[Mona Lisa](#) · [Tutorial](#)

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

[crathva's solution](#)

789.

102465H

[Travel Guide](#) · [Tutorial](#)

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

[crathva's solution](#)

790.

102346H

[Hour for a Run](#) · [Tutorial](#)

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

[crathva's solution](#)

791.

102346B

[Buffoon](#) · [Tutorial](#)

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

[crathva's solution](#)

792.

102465G

[Strings](#) · [Tutorial](#)

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

[crathva's solution](#)

793.

102465F

[Paris by Night](#) · [Tutorial](#)

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

[crathva's solution](#)

794.

102465I

[Mason's Mark](#) · [Tutorial](#)

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

[crathva's solution](#)

795.

102465D

[Monument Tour](#) · [Tutorial](#)

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

[crathva's solution](#)

796.

102465E

[Rounding](#) · [Tutorial](#)

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

[crathva's solution](#)

797.

102465K

[Dishonest Driver](#) · [Tutorial](#)

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

798.

102465B

[Blurred Pictures](#) · [Tutorial](#)

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

799.

102465A

[City of Lights](#) · [Tutorial](#)

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

800.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

801.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

802.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

803.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

804.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: *special
[crathva's solution](#)

805.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

806.

undefined551

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

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

807.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

808.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

809.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

810.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

811.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

812.

undefined375

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

813.

undefined398

[Friends of Friends](#) · [Tutorial](#)

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

814.

undefined107

[987654321 problem](#) · [Tutorial](#)

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

815.

undefined355

[Numbers Painting](#) · [Tutorial](#)

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

816.

undefined116

[Index of super-prime](#) · [Tutorial](#)

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

817.

undefined415

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

818.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

819.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

820.

undefined172

[eXam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

821.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

822.

undefined168

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

823.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

824.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

825.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

826.

undefined196

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

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

827.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

828.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

829.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

830.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

831.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

832.

undefined499

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

Rating: — · first AC: 2019-11-25 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

833.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

834.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

835.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

836.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

837.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

838.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

839.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

840.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

841.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[crathva's solution](#)

842.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · last AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

843.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

844.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

845.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

846.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

847.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

848.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

849.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

850.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crathva's solution](#)

851.

101137F

[Format](#) · [Tutorial](#)

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

[crathva's solution](#)

852.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

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

853.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

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

854.

101137B

[Blocking Buffer](#) · [Tutorial](#)

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

855.

101137A

[Altitude](#) · [Tutorial](#)

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

856.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

857.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

858.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

859.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

860.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

861.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

862.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

863.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

864.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

865.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

866.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

867.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

868.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · PyPy 3 (first AC) · Tags: —
[crathva's solution](#)

869.

100431F

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

Rating: — · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

870.

100431A

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

Rating: — · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

871.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

872.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

873.

101026E

[Money Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

874.

101026C

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

875.

101026B

[Centipede](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

876.

101026A

[Important Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

877.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

878.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

879.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

880.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

881.

102082B

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

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

882.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

883.

101436D

[The Sting](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

884.

101437F

[Token Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

885.

101437C

[Wildcard Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

886.

undefined403

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

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

887.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · Python 3 (first AC) · Tags: *special
[crathva's solution](#)

888.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[crathva's solution](#)

889.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

890.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

891.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

892.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

893.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

894.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

895.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

896.

101964K

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

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

897.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

898.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

899.

101414H

[Twenty Questions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

900.

101414D

[Separate Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

901.

101414B

[Repeated Substitution with Sed](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

902.

101414A

[Cubist Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

903.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · last AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

904.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

905.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

906.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

907.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

908.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

909.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

910.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

911.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

912.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: —
[crathva's solution](#)

913.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

914.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

915.

101438F

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

916.

101438C

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

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

917.

101438B

[Number as a Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

918.

101438E

[Manhattan Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

919.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

920.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

921.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

922.

101669L

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

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

923.

100339H

[SETI](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

924.

101437A

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

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

925.

101437D

[Counter Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

926.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

927.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

928.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

929.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

930.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

931.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

932.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

933.

100339B

[Diversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

934.

100339G

[Rectangular Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

935.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

936.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

937.

101669F

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

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

938.

101669D

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

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

939.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

940.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

941.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[crathva's solution](#)

942.

101436C

[Efficient Management Returns](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

943.

101436B

[Lassies Versus Machine](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)

944.

101436A

[Long-Term Mail Storage](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[crathva's solution](#)