

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

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# Unique solved — danielfleischman

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

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

Filters: none

Count: 500

- 1.**  
1997A  
[Strong Password](#) · [Tutorial](#)  
Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-31 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[danielfleischman's solution](#)
- 2.**  
1984A  
[Strange Splitting](#) · [Tutorial](#)  
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[danielfleischman's solution](#)
- 3.**  
1985A  
[Creating Words](#) · [Tutorial](#)  
Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-14 · Haskell (first AC) · Tags: implementation, strings  
[danielfleischman's solution](#)
- 4.**  
1985B  
[Maximum Multiple Sum](#) · [Tutorial](#)  
Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-14 · last AC: 2024-06-14 · Haskell (first AC) · Tags: brute force, math, number theory  
[danielfleischman's solution](#)
- 5.**  
1859A  
[United We Stand](#) · [Tutorial](#)  
Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[danielfleischman's solution](#)
- 6.**  
1748A  
[The Ultimate Square](#) · [Tutorial](#)  
Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-16 · PyPy 3-64 (first AC) · Tags: math  
[danielfleischman's solution](#)
- 7.**  
1307A  
[Cow and Haybales](#) · [Tutorial](#)  
Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[danielfleischman's solution](#)
- 8.**  
1186A  
[Vus the Cossack and a Contest](#) · [Tutorial](#)  
Quality: 42,465 global accepts · Rating: 800 · first AC: 2019-06-28 · Python 2 (first AC) · Tags: implementation  
[danielfleischman's solution](#)
- 9.**  
1130A  
[Be Positive](#) · [Tutorial](#)  
Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**10.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-29 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**11.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-19 · Haskell (first AC) · Tags: constructive algorithms, math

[danielfleischman's solution](#)

**12.**

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-23 · Haskell (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**13.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · Haskell (first AC) · Tags: brute force

[danielfleischman's solution](#)

**14.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2018-09-25 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**15.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-30 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**16.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[danielfleischman's solution](#)

**17.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-27 · Haskell (first AC) · Tags: implementation, sortings

[danielfleischman's solution](#)

**18.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-13 · Haskell (first AC) · Tags: brute force, greedy, implementation

[danielfleischman's solution](#)

**19.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-08 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**20.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · last AC: 2017-12-29 · Haskell (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

**21.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-24 · Python 2 (first AC) · Tags: brute force, dp  
[danielfleischman's solution](#)

**22.**

859A

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

Quality: 8,620 global accepts · Rating: 800 · first AC: 2017-09-17 · Haskell (first AC) · Tags: greedy, implementation  
[danielfleischman's solution](#)

**23.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-03 · Haskell (first AC) · Tags: math  
[danielfleischman's solution](#)

**24.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 800 · first AC: 2017-07-28 · Haskell (first AC) · Tags: games, math  
[danielfleischman's solution](#)

**25.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-07 · last AC: 2017-07-07 · Haskell (first AC) · Tags: implementation, math, number theory  
[danielfleischman's solution](#)

**26.**

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory  
[danielfleischman's solution](#)

**27.**

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2017-01-06 · Haskell (first AC) · Tags: binary search, brute force, implementation, math  
[danielfleischman's solution](#)

**28.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-11-03 · Haskell (first AC) · Tags: greedy, implementation  
[danielfleischman's solution](#)

**29.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,217 global accepts · Rating: 800 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[danielfleischman's solution](#)

**30.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-17 · Haskell (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[danielfleischman's solution](#)

**31.**

723A

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

Quality: 100,737 global accepts · Rating: 800 · first AC: 2016-10-12 · Python 2 (first AC) · Tags: implementation, math, sortings  
[danielfleischman's solution](#)

**32.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-20 · Python 2 (first AC) · Tags: math, number theory  
[danielfleischman's solution](#)

**33.**

630A

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

Quality: 93,548 global accepts · Rating: 800 · first AC: 2016-03-26 · Python 2 (first AC) · Tags: number theory  
[danielfleischman's solution](#)

**34.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-02-09 · Python 2 (first AC) · Tags: math  
[danielfleischman's solution](#)

**35.**

581A

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

Quality: 84,973 global accepts · Rating: 800 · first AC: 2015-09-29 · Python 2 (first AC) · Tags: implementation, math  
[danielfleischman's solution](#)

**36.**

472A

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

Quality: 70,785 global accepts · Rating: 800 · first AC: 2015-07-31 · Haskell (first AC) · Tags: math, number theory  
[danielfleischman's solution](#)

**37.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,259 global accepts · Rating: 800 · first AC: 2015-07-02 · Python 2 (first AC) · Tags: implementation  
[danielfleischman's solution](#)

**38.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-13 · Haskell (first AC) · Tags: brute force, implementation, sortings  
[danielfleischman's solution](#)

**39.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,561 global accepts · Rating: 800 · first AC: 2015-05-12 · Haskell (first AC) · Tags: implementation, strings  
[danielfleischman's solution](#)

**40.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,915 global accepts · Rating: 800 · first AC: 2014-07-19 · last AC: 2014-07-19 · Haskell (first AC) · Tags: implementation  
[danielfleischman's solution](#)

**41.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2014-07-17 · last AC: 2014-07-17 · Haskell (first AC) · Tags: implementation  
[danielfleischman's solution](#)

**42.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2014-05-02 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**43.**

421A

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

Quality: 6,885 global accepts · Rating: 800 · first AC: 2014-04-29 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[danielfleischman's solution](#)

**44.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-04-29 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**45.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2014-03-26 · GNU C++0x (first AC) · Tags: implementation

[danielfleischman's solution](#)

**46.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-17 · Python 2 (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**47.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,090 global accepts · Rating: 800 · first AC: 2010-07-03 · GNU C++ (first AC) · Tags: brute force

[danielfleischman's solution](#)

**48.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-17 · Python 3 (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

**49.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-17 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[danielfleischman's solution](#)

**50.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-14 · Haskell (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**51.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[danielfleischman's solution](#)

**52.**

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-29 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**53.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[danielfleischman's solution](#)

**54.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-22 · Haskell (first AC) · Tags: implementation, sortings

[danielfleischman's solution](#)

**55.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-14 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**56.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-09 · Haskell (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[danielfleischman's solution](#)

**57.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-22 · Haskell (first AC) · Tags: constructive algorithms, sortings

[danielfleischman's solution](#)

**58.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-15 · Python 2 (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**59.**

706A

[Beru-taxi](#) · [Tutorial](#)

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

[danielfleischman's solution](#)

**60.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-24 · Python 2 (first AC) · Tags: brute force, implementation, sortings

[danielfleischman's solution](#)

**61.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-02-03 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**62.**

580A

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

Quality: 104,713 global accepts · Rating: 900 · first AC: 2015-09-24 · Python 2 (first AC) · Tags: brute force, dp, implementation

[danielfleischman's solution](#)

**63.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,978 global accepts · Rating: 900 · first AC: 2015-08-06 · Python 2 (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

**64.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,399 global accepts · Rating: 900 · first AC: 2015-07-02 · Haskell (first AC) · Tags: greedy

[danielfleischman's solution](#)

**65.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[danielfleischman's solution](#)

**66.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: implementation

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**67.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2014-03-24 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[danielfleischman's solution](#)

**68.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-06-14 · Haskell (first AC) · Tags: greedy

[danielfleischman's solution](#)

**69.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**70.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-19 · PyPy 2 (first AC) · Tags: binary search, brute force, math

[danielfleischman's solution](#)

**71.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-19 · PyPy 2 (first AC) · Tags: greedy, math

[danielfleischman's solution](#)

**72.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-20 · Python 2 (first AC) · Tags: constructive algorithms, math

[danielfleischman's solution](#)

**73.**

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-19 · Python 2 (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

**74.**

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-07 · Haskell (first AC) · Tags: brute force, implementation, strings

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**75.**

766B

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

Quality: 38,358 global accepts · Rating: 1000 · first AC: 2017-02-10 · Haskell (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[danielfleischman's solution](#)

**76.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,550 global accepts · Rating: 1000 · first AC: 2017-02-10 · Haskell (first AC) · Tags: constructive algorithms, strings

[danielfleischman's solution](#)

**77.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-01 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**78.**

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · Haskell (first AC) · Tags: dp, greedy

[danielfleischman's solution](#)

**79.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,028 global accepts · Rating: 1000 · first AC: 2016-10-17 · Python 2 (first AC) · Tags: brute force, dfs and similar, math

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**80.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-31 · Python 2 (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**81.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2016-03-30 · Python 2 (first AC) · Tags: sortings

[danielfleischman's solution](#)

**82.**

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · Python 2 (first AC) · Tags: \*special, constructive algorithms

[danielfleischman's solution](#)

**83.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-15 · Python 2 (first AC) · Tags: \*special, constructive algorithms, implementation

[danielfleischman's solution](#)

**84.**

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-24 · last AC: 2015-10-04 · Haskell (first AC) · Tags: implementation, sortings

[danielfleischman's solution](#)

**85.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1000 · first AC: 2015-06-20 · Haskell (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**86.**

450A

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

Quality: 44,437 global accepts · Rating: 1000 · first AC: 2014-07-23 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**87.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[danielfleischman's solution](#)

**88.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2014-03-27 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**89.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2014-03-26 · Python 2 (first AC) · Tags: math

[danielfleischman's solution](#)

**90.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: implementation

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**91.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-17 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**92.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[danielfleischman's solution](#)

**93.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · Haskell (first AC) · Tags: greedy

[danielfleischman's solution](#)

**94.**

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[danielfleischman's solution](#)

**95.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-15 · Haskell (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[danielfleischman's solution](#)

**96.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-08 · Python 2 (first AC) · Tags: greedy

[danielfleischman's solution](#)

**97.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**98.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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**99.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[danielfleischman's solution](#)

**100.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · Python 2 (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

**101.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[danielfleischman's solution](#)

**102.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-18 · Haskell (first AC) · Tags: constructive algorithms, greedy

[danielfleischman's solution](#)

**103.**

723B

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

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-12 · Python 2 (first AC) · Tags: expression parsing, implementation, strings

[danielfleischman's solution](#)

**104.**

706B

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

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

[danielfleischman's solution](#)

**105.**

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-22 · Python 2 (first AC) · Tags: constructive algorithms, math, number theory

[danielfleischman's solution](#)

**106.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-29 · Python 2 (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**107.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-19 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**108.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-15 · Python 2 (first AC) · Tags: brute force, implementation, sortings

[danielfleischman's solution](#)

**109.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · Python 2 (first AC) · Tags: greedy, implementation, math

[danielfleischman's solution](#)

**110.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1100 · first AC: 2015-05-08 · Haskell (first AC) · Tags: implementation, strings

[danielfleischman's solution](#)

**111.**

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-17 · Haskell (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**112.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-02 · Python 2 (first AC) · Tags: data structures, implementation

[danielfleischman's solution](#)

**113.**

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**114.**

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-03-18 · Python 2 (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

**115.**

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-17 · Python 2 (first AC) · Tags: greedy, math

[danielfleischman's solution](#)

**116.**

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · last AC: 2013-11-24 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**117.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[danielfleischman's solution](#)

**118.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[danielfleischman's solution](#)

**119.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[danielfleischman's solution](#)

**120.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-30 · Haskell (first AC) · Tags: constructive algorithms, math

[danielfleischman's solution](#)

**121.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · Haskell (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**122.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-05-04 · last AC: 2018-05-04 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**123.**

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

[danielfleischman's solution](#)

**124.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**125.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[danielfleischman's solution](#)

**126.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-15 · Python 2 (first AC) · Tags: math

[danielfleischman's solution](#)

**127.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[danielfleischman's solution](#)

**128.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-16 · Python 2 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[danielfleischman's solution](#)

**129.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-16 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[danielfleischman's solution](#)

**130.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[danielfleischman's solution](#)

### 131.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-08-15 · Python 2 (first AC) · Tags: —

[danielfleischman's solution](#)

### 132.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1200 · first AC: 2016-06-22 · Python 2 (first AC) · Tags: sortings

[danielfleischman's solution](#)

### 133.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-31 · Python 2 (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

### 134.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[danielfleischman's solution](#)

### 135.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2016-03-15 · Python 2 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[danielfleischman's solution](#)

### 136.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

### 137.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,254 global accepts · Rating: 1200 · first AC: 2015-07-24 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[danielfleischman's solution](#)

### 138.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-20 · Python 2 (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

### 139.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · last AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[danielfleischman's solution](#)

### 140.

445A

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

Quality: 33,674 global accepts · Rating: 1200 · first AC: 2014-07-06 · Python 2 (first AC) · Tags: dfs and similar, implementation

[danielfleischman's solution](#)

**141.**

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, sortings

[danielfleischman's solution](#)

**142.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2014-03-26 · Python 2 (first AC) · Tags: brute force, graphs, math

[danielfleischman's solution](#)

**143.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-17 · Python 2 (first AC) · Tags: brute force, implementation, schedules

[danielfleischman's solution](#)

**144.**

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-17 · Python 2 (first AC) · Tags: greedy, implementation, math

[danielfleischman's solution](#)

**145.**

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · last AC: 2013-11-24 · Python 2 (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

**146.**

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[danielfleischman's solution](#)

**147.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[danielfleischman's solution](#)

**148.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[danielfleischman's solution](#)

**149.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-24 · Haskell (first AC) · Tags: geometry, greedy, math

[danielfleischman's solution](#)

**150.**

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[danielfleischman's solution](#)

**151.**

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-26 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**152.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[danielfleischman's solution](#)

**153.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[danielfleischman's solution](#)

**154.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-04 · Haskell (first AC) · Tags: constructive algorithms, greedy, math

[danielfleischman's solution](#)

**155.**

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-15 · last AC: 2018-02-15 · Haskell (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

**156.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-12 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**157.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-12 · Haskell (first AC) · Tags: brute force

[danielfleischman's solution](#)

**158.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-08 · Haskell (first AC) · Tags: bitmasks, constructive algorithms, number theory

[danielfleischman's solution](#)

**159.**

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-09 · Haskell (first AC) · Tags: constructive algorithms

[danielfleischman's solution](#)

**160.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[danielfleischman's solution](#)

**161.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[danielfleischman's solution](#)

**162.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-27 · Python 2 (first AC) · Tags: brute force, dfs and similar, dp, strings  
[danielfleischman's solution](#)

**163.**

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-02-03 · Python 2 (first AC) · Tags: combinatorics, implementation  
[danielfleischman's solution](#)

**164.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-19 · Python 2 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[danielfleischman's solution](#)

**165.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: dfs and similar, trees  
[danielfleischman's solution](#)

**166.**

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: implementation  
[danielfleischman's solution](#)

**167.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[danielfleischman's solution](#)

**168.**

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[danielfleischman's solution](#)

**169.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[danielfleischman's solution](#)

**170.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-19 · PyPy 2 (first AC) · Tags: dp  
[danielfleischman's solution](#)

**171.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[danielfleischman's solution](#)

**172.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[danielfleischman's solution](#)

**173.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[danielfleischman's solution](#)

**174.**

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[danielfleischman's solution](#)

**175.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2016-08-01 · Haskell (first AC) · Tags: dp

[danielfleischman's solution](#)

**176.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-15 · Python 2 (first AC) · Tags: data structures, geometry, math

[danielfleischman's solution](#)

**177.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-15 · Python 2 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[danielfleischman's solution](#)

**178.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-29 · Python 2 (first AC) · Tags: implementation, math, sortings

[danielfleischman's solution](#)

**179.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-12 · Haskell (first AC) · Tags: constructive algorithms, implementation

[danielfleischman's solution](#)

**180.**

538B

[Quasi Binary](#) · [Tutorial](#)

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

[danielfleischman's solution](#)

**181.**

538A

[Cutting Banner](#) · [Tutorial](#)

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

[danielfleischman's solution](#)

**182.**

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, implementation, strings

[danielfleischman's solution](#)

**183.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[danielfleischman's solution](#)

**184.**

414B

[Mashmox and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-08 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[danielfleischman's solution](#)

**185.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-17 · Python 2 (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

**186.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[danielfleischman's solution](#)

**187.**

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1400 · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: brute force, implementation

[danielfleischman's solution](#)

**188.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[danielfleischman's solution](#)

**189.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[danielfleischman's solution](#)

**190.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-12 · Haskell (first AC) · Tags: sortings

[danielfleischman's solution](#)

**191.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[danielfleischman's solution](#)

**192.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[danielfleischman's solution](#)

**193.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[danielfleischman's solution](#)

**194.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-19 · Python 2 (first AC) · Tags: combinatorics, dp, math

[danielfleischman's solution](#)

**195.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-19 · Haskell (first AC) · Tags: constructive algorithms, implementation

[danielfleischman's solution](#)

**196.**

1031B

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

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**197.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[danielfleischman's solution](#)

**198.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-30 · Haskell (first AC) · Tags: binary search, math

[danielfleischman's solution](#)

**199.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[danielfleischman's solution](#)

**200.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[danielfleischman's solution](#)

**201.**

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

[danielfleischman's solution](#)

**202.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[danielfleischman's solution](#)

**203.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[danielfleischman's solution](#)

**204.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[danielfleischman's solution](#)

**205.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[danielfleischman's solution](#)

**206.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2015-09-24 · Python 2 (first AC) · Tags: binary search, sortings, two pointers

[danielfleischman's solution](#)

**207.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-28 · Haskell (first AC) · Tags: implementation

[danielfleischman's solution](#)

**208.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, math

[danielfleischman's solution](#)

**209.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: greedy

[danielfleischman's solution](#)

**210.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[danielfleischman's solution](#)

**211.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[danielfleischman's solution](#)

**212.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: brute force, sortings

[danielfleischman's solution](#)

**213.**

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: implementation, math

[danielfleischman's solution](#)

**214.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[danielfleischman's solution](#)

**215.**

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: brute force, strings

[danielfleischman's solution](#)

**216.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-07-03 · GNU C++ (first AC) · Tags: brute force, dp

[danielfleischman's solution](#)

**217.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[danielfleischman's solution](#)

**218.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[danielfleischman's solution](#)

**219.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[danielfleischman's solution](#)

**220.**

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

[danielfleischman's solution](#)

**221.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · last AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[danielfleischman's solution](#)

**222.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[danielfleischman's solution](#)

**223.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[danielfleischman's solution](#)

**224.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[danielfleischman's solution](#)

**225.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · Haskell (first AC) · Tags: constructive algorithms, greedy

[danielfleischman's solution](#)

**226.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings  
[danielfleischman's solution](#)

**227.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-12 · last AC: 2018-02-12 · Haskell (first AC) · Tags: brute force, number theory  
[danielfleischman's solution](#)

**228.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[danielfleischman's solution](#)

**229.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[danielfleischman's solution](#)

**230.**

781A

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

Rating: 1600 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees  
[danielfleischman's solution](#)

**231.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer  
[danielfleischman's solution](#)

**232.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[danielfleischman's solution](#)

**233.**

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing  
[danielfleischman's solution](#)

**234.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy  
[danielfleischman's solution](#)

**235.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-17 · Python 2 (first AC) · Tags: expression parsing, implementation, strings  
[danielfleischman's solution](#)

**236.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,506 global accepts · Rating: 1600 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation  
[danielfleischman's solution](#)

**237.**

723C

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

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-12 · Python 2 (first AC) · Tags: greedy

[danielfleischman's solution](#)

**238.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[danielfleischman's solution](#)

**239.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-15 · Python 2 (first AC) · Tags: \*special, data structures, dp, greedy

[danielfleischman's solution](#)

**240.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: binary search, dp

[danielfleischman's solution](#)

**241.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: geometry, sortings

[danielfleischman's solution](#)

**242.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-19 · last AC: 2015-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[danielfleischman's solution](#)

**243.**

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[danielfleischman's solution](#)

**244.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-25 · last AC: 2015-02-25 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[danielfleischman's solution](#)

**245.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[danielfleischman's solution](#)

**246.**

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-14 · Haskell (first AC) · Tags: probabilities

[danielfleischman's solution](#)

**247.**

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-05-14 · GNU C++0x (first AC) · Tags: constructive algorithms, sortings  
[danielfleischman's solution](#)

**248.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: math  
[danielfleischman's solution](#)

**249.**

343B

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

Quality: 17,321 global accepts · Rating: 1600 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation  
[danielfleischman's solution](#)

**250.**

343A

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

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2014-03-24 · Python 2 (first AC) · Tags: math, number theory  
[danielfleischman's solution](#)

**251.**

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math  
[danielfleischman's solution](#)

**252.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation  
[danielfleischman's solution](#)

**253.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-24 · Haskell (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings  
[danielfleischman's solution](#)

**254.**

1321D

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

Rating: 1700 · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[danielfleischman's solution](#)

**255.**

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[danielfleischman's solution](#)

**256.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[danielfleischman's solution](#)

**257.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation

[danielfleischman's solution](#)

**258.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[danielfleischman's solution](#)

**259.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[danielfleischman's solution](#)

**260.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,832 global accepts · Rating: 1700 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[danielfleischman's solution](#)

**261.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-15 · Python 2 (first AC) · Tags: constructive algorithms, dsu, math

[danielfleischman's solution](#)

**262.**

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[danielfleischman's solution](#)

**263.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[danielfleischman's solution](#)

**264.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[danielfleischman's solution](#)

**265.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[danielfleischman's solution](#)

**266.**

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: —

[danielfleischman's solution](#)

**267.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[danielfleischman's solution](#)

**268.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[danielfleischman's solution](#)

**269.**

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[danielfleischman's solution](#)

**270.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · Python 2 (first AC) · Tags: dp, math

[danielfleischman's solution](#)

**271.**

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-02-03 · Python 2 (first AC) · Tags: combinatorics, math, number theory, probabilities

[danielfleischman's solution](#)

**272.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[danielfleischman's solution](#)

**273.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[danielfleischman's solution](#)

**274.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[danielfleischman's solution](#)

**275.**

560D

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

Rating: 1700 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[danielfleischman's solution](#)

**276.**

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[danielfleischman's solution](#)

**277.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-07-02 · Python 2 (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

**278.**

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[danielfleischman's solution](#)

**279.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-24 · Python 2 (first AC) · Tags: greedy, math  
[danielfleischman's solution](#)

**280.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers  
[danielfleischman's solution](#)

**281.**

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-24 · Mysterious Language (first AC) · Tags: \*special  
[danielfleischman's solution](#)

**282.**

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy  
[danielfleischman's solution](#)

**283.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2010-07-03 · Python 2 (first AC) · Tags: graphs  
[danielfleischman's solution](#)

**284.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings  
[danielfleischman's solution](#)

**285.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[danielfleischman's solution](#)

**286.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · Haskell (first AC) · Tags: implementation, math  
[danielfleischman's solution](#)

**287.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[danielfleischman's solution](#)

**288.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[danielfleischman's solution](#)

**289.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings  
[danielfleischman's solution](#)

**290.**

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2018-09-26 · Haskell (first AC) · Tags: geometry, number theory  
[danielfleischman's solution](#)

**291.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-30 · Haskell (first AC) · Tags: number theory  
[danielfleischman's solution](#)

**292.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-30 · Haskell (first AC) · Tags: binary search, interactive  
[danielfleischman's solution](#)

**293.**

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[danielfleischman's solution](#)

**294.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-12 · Haskell (first AC) · Tags: greedy, sortings  
[danielfleischman's solution](#)

**295.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math  
[danielfleischman's solution](#)

**296.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math  
[danielfleischman's solution](#)

**297.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation  
[danielfleischman's solution](#)

**298.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings  
[danielfleischman's solution](#)

**299.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive  
[danielfleischman's solution](#)

**300.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[danielfleischman's solution](#)

**301.**

733C

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

Quality: 3,545 global accepts · Rating: 1800 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[danielfleischman's solution](#)

**302.**

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[danielfleischman's solution](#)

**303.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[danielfleischman's solution](#)

**304.**

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: combinatorics

[danielfleischman's solution](#)

**305.**

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[danielfleischman's solution](#)

**306.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[danielfleischman's solution](#)

**307.**

551B

[ZqkistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-13 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[danielfleischman's solution](#)

**308.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: dp

[danielfleischman's solution](#)

**309.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[danielfleischman's solution](#)

**310.**

483D

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

Rating: 1800 · first AC: 2015-03-23 · last AC: 2015-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[danielfleischman's solution](#)

**311.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1800 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy  
[danielfleischman's solution](#)

**312.**

443D

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

Rating: 1800 · first AC: 2014-07-14 · last AC: 2014-07-15 · Python 2 (first AC) · Tags: dp, greedy, math, probabilities, sortings  
[danielfleischman's solution](#)

**313.**

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-05-16 · GNU C++0x (first AC) · Tags: greedy, sortings  
[danielfleischman's solution](#)

**314.**

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation  
[danielfleischman's solution](#)

**315.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings  
[danielfleischman's solution](#)

**316.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory  
[danielfleischman's solution](#)

**317.**

1153D

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

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-15 · last AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[danielfleischman's solution](#)

**318.**

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers  
[danielfleischman's solution](#)

**319.**

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
[danielfleischman's solution](#)

**320.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[danielfleischman's solution](#)

**321.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures  
[danielfleischman's solution](#)

**322.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[danielfleischman's solution](#)

**323.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[danielfleischman's solution](#)

**324.**

781B

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

Rating: 1900 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[danielfleischman's solution](#)

**325.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[danielfleischman's solution](#)

**326.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[danielfleischman's solution](#)

**327.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[danielfleischman's solution](#)

**328.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: dp, strings

[danielfleischman's solution](#)

**329.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: dp

[danielfleischman's solution](#)

**330.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[danielfleischman's solution](#)

**331.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-20 · last AC: 2015-06-20 · Python 2 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[danielfleischman's solution](#)

**332.**

549D

[Haar Features](#) · [Tutorial](#)

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

[danielfleischman's solution](#)

**333.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[danielfleischman's solution](#)

**334.**

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2014-04-24 · GNU C++0x (first AC) · Tags: binary search, data structures, sortings

[danielfleischman's solution](#)

**335.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · last AC: 2014-04-22 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers

[danielfleischman's solution](#)

**336.**

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, sortings

[danielfleischman's solution](#)

**337.**

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2014-03-25 · GNU C++0x (first AC) · Tags: dp, implementation

[danielfleischman's solution](#)

**338.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: binary search, greedy, two pointers

[danielfleischman's solution](#)

**339.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: dp

[danielfleischman's solution](#)

**340.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2010-07-03 · GNU C++ (first AC) · Tags: greedy, sortings

[danielfleischman's solution](#)

**341.**

1988D

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

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[danielfleischman's solution](#)

**342.**

1321E

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

Rating: 2000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[danielfleischman's solution](#)

**343.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Quality: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[danielfleischman's solution](#)

**344.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[danielfleischman's solution](#)

**345.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[danielfleischman's solution](#)

**346.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[danielfleischman's solution](#)

**347.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-31 · last AC: 2018-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[danielfleischman's solution](#)

**348.**

933B

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

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-22 · last AC: 2018-02-22 · Haskell (first AC) · Tags: math

[danielfleischman's solution](#)

**349.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[danielfleischman's solution](#)

**350.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2017-03-14 · last AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[danielfleischman's solution](#)

**351.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[danielfleischman's solution](#)

**352.**

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[danielfleischman's solution](#)

**353.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[danielfleischman's solution](#)

**354.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[danielfleischman's solution](#)

**355.**

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[danielfleischman's solution](#)

**356.**

621E

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

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: dp, matrices

[danielfleischman's solution](#)

**357.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[danielfleischman's solution](#)

**358.**

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2014-05-16 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

[danielfleischman's solution](#)

**359.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[danielfleischman's solution](#)

**360.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: dfs and similar

[danielfleischman's solution](#)

**361.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: dsu, graphs, shortest paths

[danielfleischman's solution](#)

**362.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[danielfleischman's solution](#)

**363.**

366D

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

Quality: 1,726 global accepts · Rating: 2000 · first AC: 2013-11-24 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and

similar, dsu, shortest paths, two pointers

[danielfleischman's solution](#)

**364.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[danielfleischman's solution](#)

**365.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[danielfleischman's solution](#)

**366.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[danielfleischman's solution](#)

**367.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-02-20 · last AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[danielfleischman's solution](#)

**368.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[danielfleischman's solution](#)

**369.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-08 · last AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[danielfleischman's solution](#)

**370.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[danielfleischman's solution](#)

**371.**

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[danielfleischman's solution](#)

**372.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[danielfleischman's solution](#)

**373.**

128B

[String](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[danielfleischman's solution](#)

**374.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[danielfleischman's solution](#)

**375.**

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2100 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[danielfleischman's solution](#)

**376.**

703D

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

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2016-08-19 · last AC: 2016-08-19 · GNU C++11 (first AC) · Tags: data structures

[danielfleischman's solution](#)

**377.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2016-05-02 · last AC: 2016-05-02 · GNU C++11 (first AC) · Tags: flows, graphs, math

[danielfleischman's solution](#)

**378.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[danielfleischman's solution](#)

**379.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[danielfleischman's solution](#)

**380.**

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-08 · last AC: 2014-04-09 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer

[danielfleischman's solution](#)

**381.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2014-03-26 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, trees

[danielfleischman's solution](#)

**382.**

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: binary search, bitmasks, data structures

[danielfleischman's solution](#)

**383.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[danielfleischman's solution](#)

**384.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive  
[danielfleischman's solution](#)

**385.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[danielfleischman's solution](#)

**386.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings  
[danielfleischman's solution](#)

**387.**

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · last AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[danielfleischman's solution](#)

**388.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[danielfleischman's solution](#)

**389.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees  
[danielfleischman's solution](#)

**390.**

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings  
[danielfleischman's solution](#)

**391.**

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[danielfleischman's solution](#)

**392.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[danielfleischman's solution](#)

**393.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[danielfleischman's solution](#)

**394.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[danielfleischman's solution](#)

**395.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[danielfleischman's solution](#)

**396.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,314 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[danielfleischman's solution](#)

**397.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[danielfleischman's solution](#)

**398.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[danielfleischman's solution](#)

**399.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[danielfleischman's solution](#)

**400.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

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

[danielfleischman's solution](#)

**401.**

538E

[Demijurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[danielfleischman's solution](#)

**402.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[danielfleischman's solution](#)

**403.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings

[danielfleischman's solution](#)

**404.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: bitmasks, greedy

[danielfleischman's solution](#)

**405.**

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++0x (first AC) · Tags: data structures

[danielfleischman's solution](#)

**406.**

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-25 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation

[danielfleischman's solution](#)

**407.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees

[danielfleischman's solution](#)

**408.**

402E

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

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: graphs, math

[danielfleischman's solution](#)

**409.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-24 · last AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[danielfleischman's solution](#)

**410.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[danielfleischman's solution](#)

**411.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-29 · last AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[danielfleischman's solution](#)

**412.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[danielfleischman's solution](#)

**413.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[danielfleischman's solution](#)

**414.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[danielfleischman's solution](#)

**415.**

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation  
[danielfleischman's solution](#)

**416.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[danielfleischman's solution](#)

**417.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[danielfleischman's solution](#)

**418.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory  
[danielfleischman's solution](#)

**419.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[danielfleischman's solution](#)

**420.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-25 · last AC: 2015-02-25 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation  
[danielfleischman's solution](#)

**421.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees  
[danielfleischman's solution](#)

**422.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-05-01 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing  
[danielfleischman's solution](#)

**423.**

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-30 · last AC: 2014-04-30 · GNU C++0x (first AC) · Tags: data structures, dp  
[danielfleischman's solution](#)

**424.**

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp  
[danielfleischman's solution](#)

**425.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2014-03-23 · GNU C++0x (first AC) · Tags: dfs and similar, graphs  
[danielfleischman's solution](#)

**426.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: dp  
[danielfleischman's solution](#)

**427.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory  
[danielfleischman's solution](#)

**428.**

781D

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

Rating: 2400 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices  
[danielfleischman's solution](#)

**429.**

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers  
[danielfleischman's solution](#)

**430.**

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities  
[danielfleischman's solution](#)

**431.**

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-03 · Python 2 (first AC) · Tags: brute force, constructive algorithms, math  
[danielfleischman's solution](#)

**432.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: number theory  
[danielfleischman's solution](#)

**433.**

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: binary search, geometry  
[danielfleischman's solution](#)

**434.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[danielfleischman's solution](#)

**435.**

987F

[AND Graph](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[danielfleischman's solution](#)

**436.**

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[danielfleischman's solution](#)

**437.**

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[danielfleischman's solution](#)

**438.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[danielfleischman's solution](#)

**439.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-27 · last AC: 2015-03-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[danielfleischman's solution](#)

**440.**

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2015-01-27 · last AC: 2015-01-29 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[danielfleischman's solution](#)

**441.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[danielfleischman's solution](#)

**442.**

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[danielfleischman's solution](#)

**443.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[danielfleischman's solution](#)

**444.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[danielfleischman's solution](#)

**445.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-29 · last AC: 2016-02-29 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[danielfleischman's solution](#)

**446.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[danielfleischman's solution](#)

**447.**

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2014-04-23 · GNU C++0x (first AC) · Tags: geometry  
[danielfleischman's solution](#)

**448.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[danielfleischman's solution](#)

**449.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-08-23 · last AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[danielfleischman's solution](#)

**450.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[danielfleischman's solution](#)

**451.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings  
[danielfleischman's solution](#)

**452.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[danielfleischman's solution](#)

**453.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees  
[danielfleischman's solution](#)

**454.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices  
[danielfleischman's solution](#)

**455.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[danielfleischman's solution](#)

**456.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-23 · last AC: 2015-02-24 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[danielfleischman's solution](#)

**457.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[danielfleischman's solution](#)

**458.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[danielfleischman's solution](#)

**459.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-06 · last AC: 2015-10-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[danielfleischman's solution](#)

**460.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: graphs

[danielfleischman's solution](#)

**461.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: math, number theory

[danielfleischman's solution](#)

**462.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[danielfleischman's solution](#)

**463.**

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[danielfleischman's solution](#)

**464.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**465.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**466.**

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**467.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · last AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**468.**

106073E

[Expansion of the road network](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**469.**

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**470.**

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**471.**

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**472.**

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**473.**

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**474.**

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**475.**

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**476.**

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**477.**

106073C

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

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**478.**

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**479.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**480.**

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · last AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**481.**

105873F

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · last AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**482.**

102302K

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**483.**

101804A

[Adaptation Stories](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · Haskell (first AC) · Tags: —

[danielfleischman's solution](#)

**484.**

101804F

[First Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · last AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[danielfleischman's solution](#)

**485.**

101804G

[Greatest IME](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · Haskell (first AC) · Tags: —

[danielfleischman's solution](#)

**486.**

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**487.**

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**488.**

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**489.**

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**490.**

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**491.**

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · last AC: 2014-11-04 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**492.**

100523I

[Intelligence Quotient](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**493.**

100495I

[Two friends](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · last AC: 2014-11-02 · GNU C++0x (first AC) · Tags: —

[danielfleischman's solution](#)

**494.**

392C

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

Quality: 678 global accepts · Rating: — · first AC: 2014-03-28 · GNU C++0x (first AC) · Tags: combinatorics, math, matrices

[danielfleischman's solution](#)

**495.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2014-03-27 · GNU C++0x (first AC) · Tags: dp

[danielfleischman's solution](#)

**496.**

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2014-03-27 · GNU C++0x (first AC) · Tags: math

[danielfleischman's solution](#)

**497.**

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2014-03-19 · Python 2 (first AC) · Tags: —

[danielfleischman's solution](#)

**498.**

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2014-03-19 · Python 2 (first AC) · Tags: —

[danielfleischman's solution](#)

**499.**

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2014-03-17 · Python 2 (first AC) · Tags: implementation

[danielfleischman's solution](#)

**500.**

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2014-03-17 · Python 2 (first AC) · Tags: —

[danielfleischman's solution](#)