

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

<https://cfelitetracker.vercel.app>

# Unique solved — darnley

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

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

Filters: none

Count: 469

- 1.**  
1926B  
[Vlad and Shapes](#) · [Tutorial](#)  
Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-03-02 · Python 3 (first AC) · Tags: geometry, implementation  
[darnley's solution](#)
- 2.**  
1926A  
[Vlad and the Best of Five](#) · [Tutorial](#)  
Quality: 62,193 global accepts · Rating: 800 · first AC: 2024-03-02 · Python 3 (first AC) · Tags: implementation  
[darnley's solution](#)
- 3.**  
1870A  
[MEXanized Array](#) · [Tutorial](#)  
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · last AC: 2023-09-21 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, greedy, math  
[darnley's solution](#)
- 4.**  
1829C  
[Mr. Perfectly Fine](#) · [Tutorial](#)  
Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-06-03 · Python 3 (first AC) · Tags: bitmasks, greedy, implementation  
[darnley's solution](#)
- 5.**  
1829B  
[Blank Space](#) · [Tutorial](#)  
Quality: 78,029 global accepts · Rating: 800 · first AC: 2023-05-27 · Python 3 (first AC) · Tags: implementation  
[darnley's solution](#)
- 6.**  
1829A  
[Love Story](#) · [Tutorial](#)  
Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-27 · Python 3 (first AC) · Tags: implementation, strings  
[darnley's solution](#)
- 7.**  
1352A  
[Sum of Round Numbers](#) · [Tutorial](#)  
Quality: 104,114 global accepts · Rating: 800 · first AC: 2023-03-04 · Python 3 (first AC) · Tags: implementation, math  
[darnley's solution](#)
- 8.**  
1669B  
[Triple](#) · [Tutorial](#)  
Quality: 55,545 global accepts · Rating: 800 · first AC: 2023-02-11 · last AC: 2023-02-11 · Python 3 (first AC) · Tags: implementation, sortings  
[darnley's solution](#)
- 9.**  
1669A  
[Division?](#) · [Tutorial](#)  
Quality: 88,534 global accepts · Rating: 800 · first AC: 2023-02-04 · Python 3 (first AC) · Tags: implementation  
[darnley's solution](#)

**10.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2023-01-28 · Python 3 (first AC) · Tags: greedy, sortings  
[darnley's solution](#)

**11.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,917 global accepts · Rating: 800 · first AC: 2023-01-21 · Python 3 (first AC) · Tags: implementation  
[darnley's solution](#)

**12.**

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: geometry, math  
[darnley's solution](#)

**13.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,746 global accepts · Rating: 800 · first AC: 2023-01-14 · Python 3 (first AC) · Tags: implementation  
[darnley's solution](#)

**14.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-12-24 · last AC: 2022-12-24 · Python 3 (first AC) · Tags: implementation  
[darnley's solution](#)

**15.**

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-18 · Kotlin 1.7 (first AC) · Tags: \*special, math  
[darnley's solution](#)

**16.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, math  
[darnley's solution](#)

**17.**

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-12-17 · Python 3 (first AC) · Tags: greedy, implementation, strings  
[darnley's solution](#)

**18.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-12-10 · Python 3 (first AC) · Tags: data structures, implementation, sortings  
[darnley's solution](#)

**19.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,936 global accepts · Rating: 800 · first AC: 2022-12-03 · Python 3 (first AC) · Tags: implementation, sortings  
[darnley's solution](#)

**20.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · Kotlin 1.5 (first AC) · Tags: games, implementation, math  
[darnley's solution](#)

**21.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, implementation  
[darnley's solution](#)

**22.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-11-01 · Kotlin 1.5 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[darnley's solution](#)

**23.**

1571A

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

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special  
[darnley's solution](#)

**24.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math  
[darnley's solution](#)

**25.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · Kotlin 1.4 (first AC) · Tags: math  
[darnley's solution](#)

**26.**

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms  
[darnley's solution](#)

**27.**

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: math  
[darnley's solution](#)

**28.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · Kotlin 1.4 (first AC) · Tags: implementation, math  
[darnley's solution](#)

**29.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · Kotlin 1.4 (first AC) · Tags: greedy, math  
[darnley's solution](#)

**30.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation, math  
[darnley's solution](#)

**31.**

1347C

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

Rating: 800 · first AC: 2020-05-22 · last AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[darnley's solution](#)

**32.**

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-22 · last AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**33.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: implementation

[darnley's solution](#)

**34.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · last AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[darnley's solution](#)

**35.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[darnley's solution](#)

**36.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: implementation, sortings, strings

[darnley's solution](#)

**37.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[darnley's solution](#)

**38.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy

[darnley's solution](#)

**39.**

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-28 · last AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**40.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, math

[darnley's solution](#)

**41.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: \*special, implementation, sortings

[darnley's solution](#)

**42.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: \*special, brute force, implementation  
[darnley's solution](#)

**43.**

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[darnley's solution](#)

**44.**

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-22 · last AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math  
[darnley's solution](#)

**45.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math  
[darnley's solution](#)

**46.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: implementation, math  
[darnley's solution](#)

**47.**

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · last AC: 2026-03-07 · Kotlin 2.2 (first AC) · Tags: \*special  
[darnley's solution](#)

**48.**

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, greedy, sortings  
[darnley's solution](#)

**49.**

1769B1

[A = TO68D > C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-18 · Kotlin 1.7 (first AC) · Tags: \*special, brute force, implementation, math  
[darnley's solution](#)

**50.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[darnley's solution](#)

**51.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: math  
[darnley's solution](#)

**52.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, number theory  
[darnley's solution](#)

**53.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: implementation, math  
[darnley's solution](#)

**54.**

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · last AC: 2019-10-15 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[darnley's solution](#)

**55.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · Java 8 (first AC) · Tags: \*special, constructive algorithms  
[darnley's solution](#)

**56.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[darnley's solution](#)

**57.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, greedy, implementation  
[darnley's solution](#)

**58.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · last AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings  
[darnley's solution](#)

**59.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: greedy  
[darnley's solution](#)

**60.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation  
[darnley's solution](#)

**61.**

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: greedy, implementation, math  
[darnley's solution](#)

**62.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: implementation, math  
[darnley's solution](#)

**63.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-09-30 · Kotlin 1.7 (first AC) · Tags: brute force, games, greedy, implementation  
[darnley's solution](#)

64.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · Kotlin 1.7 (first AC) · Tags: bitmasks, greedy, math  
[darnley's solution](#)

65.

1352C

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

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2023-03-25 · last AC: 2023-03-25 · Python 3 (first AC) · Tags: binary search, math  
[darnley's solution](#)

66.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2023-03-25 · Python 3 (first AC) · Tags: constructive algorithms, math  
[darnley's solution](#)

67.

1769C1

[A65001D CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: \*special, brute force, dp, greedy  
[darnley's solution](#)

68.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · Kotlin 1.5 (first AC) · Tags: brute force, greedy, sortings  
[darnley's solution](#)

69.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: binary search, sortings  
[darnley's solution](#)

70.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · Kotlin 1.4 (first AC) · Tags: greedy, implementation  
[darnley's solution](#)

71.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-15 · last AC: 2020-06-15 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, number theory, two pointers  
[darnley's solution](#)

72.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[darnley's solution](#)

73.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math  
[darnley's solution](#)

74.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · last AC: 2017-10-16 · Java 8 (first AC) · Tags: brute force, math

[darnley's solution](#)

**75.**

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: greedy, math

[darnley's solution](#)

**76.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[darnley's solution](#)

**77.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[darnley's solution](#)

**78.**

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: \*special, implementation, number theory

[darnley's solution](#)

**79.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2023-09-21 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[darnley's solution](#)

**80.**

1769C2

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Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-17 · last AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: \*special, dp

[darnley's solution](#)

**81.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, dp, greedy

[darnley's solution](#)

**82.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · Kotlin 1.5 (first AC) · Tags: brute force, greedy, math

[darnley's solution](#)

**83.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · last AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: implementation

[darnley's solution](#)

**84.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-10-30 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math, number theory

[darnley's solution](#)

**85.**

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special, math

[darnley's solution](#)

**86.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · Kotlin 1.4 (first AC) · Tags: brute force, math

[darnley's solution](#)

**87.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[darnley's solution](#)

**88.**

1347D

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

Rating: 1300 · first AC: 2020-05-22 · last AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**89.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-03-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, greedy, math

[darnley's solution](#)

**90.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: greedy

[darnley's solution](#)

**91.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: geometry, greedy, math

[darnley's solution](#)

**92.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: data structures, sortings, two pointers

[darnley's solution](#)

**93.**

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: games, greedy, strings

[darnley's solution](#)

**94.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: math, number theory

[darnley's solution](#)

**95.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: implementation, math, number theory

[darnley's solution](#)

**96.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: greedy, implementation

[darnley's solution](#)

**97.**

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · Java 6 (first AC) · Tags: \*special, implementation, strings

[darnley's solution](#)

**98.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[darnley's solution](#)

**99.**

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math

[darnley's solution](#)

**100.**

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math

[darnley's solution](#)

**101.**

1769B2

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-18 · Kotlin 1.7 (first AC) · Tags: \*special, binary search, brute force, math

[darnley's solution](#)

**102.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[darnley's solution](#)

**103.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · last AC: 2020-01-20 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, implementation

[darnley's solution](#)

**104.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · last AC: 2019-12-14 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[darnley's solution](#)

**105.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force

[darnley's solution](#)

**106.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · Java 7 (first AC) · Tags: greedy, sortings

[darnley's solution](#)

**107.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: greedy, sortings

[darnley's solution](#)

**108.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: math

[darnley's solution](#)

**109.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: data structures, implementation

[darnley's solution](#)

**110.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: dfs and similar, dsu

[darnley's solution](#)

**111.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-05-31 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, math, number theory

[darnley's solution](#)

**112.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**113.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-04-08 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, math

[darnley's solution](#)

**114.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, greedy, math

[darnley's solution](#)

**115.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory

[darnley's solution](#)

**116.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, shortest paths

[darnley's solution](#)

**117.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[darnley's solution](#)

**118.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[darnley's solution](#)

**119.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · last AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, implementation

[darnley's solution](#)

**120.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · last AC: 2020-04-14 · Kotlin 1.4 (first AC) · Tags: greedy, math

[darnley's solution](#)

**121.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: hashing, string suffix structures, strings

[darnley's solution](#)

**122.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: brute force, dp, math, strings

[darnley's solution](#)

**123.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[darnley's solution](#)

**124.**

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**125.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · last AC: 2019-05-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[darnley's solution](#)

**126.**

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: dsu, implementation, sortings, two pointers

[darnley's solution](#)

**127.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · last AC: 2016-12-17 · Java 8 (first AC) · Tags: dfs and similar, graphs

[darnley's solution](#)

**128.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: greedy

[darnley's solution](#)

**129.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · last AC: 2013-10-15 · Java 7 (first AC) · Tags: data structures, dsu

[darnley's solution](#)

**130.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: brute force, data structures

[darnley's solution](#)

**131.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: brute force, dfs and similar

[darnley's solution](#)

**132.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[darnley's solution](#)

**133.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: \*special, number theory

[darnley's solution](#)

**134.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: \*special, implementation, sortings

[darnley's solution](#)

**135.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs

[darnley's solution](#)

**136.**

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-02 · last AC: 2026-03-07 · Kotlin 2.2 (first AC) · Tags: \*special, constructive algorithms, greedy

[darnley's solution](#)

**137.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**138.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · Kotlin 1.7 (first AC) · Tags: bitmasks, constructive algorithms

[darnley's solution](#)

**139.**

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[darnley's solution](#)

**140.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[darnley's solution](#)

**141.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · last AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[darnley's solution](#)

**142.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-10-30 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math, number theory

[darnley's solution](#)

**143.**

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, math

[darnley's solution](#)

**144.**

1347E

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

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms

[darnley's solution](#)

**145.**

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, math, number theory

[darnley's solution](#)

**146.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · last AC: 2020-02-03 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, implementation

[darnley's solution](#)

**147.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-31 · last AC: 2019-08-05 · Kotlin 1.4 (first AC) · Tags: sortings, two pointers

[darnley's solution](#)

**148.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-08-01 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, sortings

[darnley's solution](#)

**149.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · last AC: 2019-07-06 · Kotlin 1.4 (first AC) · Tags: trees  
[darnley's solution](#)

**150.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · last AC: 2019-06-03 · Java 8 (first AC) · Tags: binary search, brute force, two pointers  
[darnley's solution](#)

**151.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · Java 8 (first AC) · Tags: dp, implementation  
[darnley's solution](#)

**152.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: greedy, implementation  
[darnley's solution](#)

**153.**

956B

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

Rating: 1600 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: binary search, greedy, two pointers  
[darnley's solution](#)

**154.**

781A

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

Rating: 1600 · first AC: 2017-03-05 · last AC: 2017-03-06 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees  
[darnley's solution](#)

**155.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, dp, greedy, two pointers  
[darnley's solution](#)

**156.**

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu  
[darnley's solution](#)

**157.**

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: dfs and similar, math  
[darnley's solution](#)

**158.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, two pointers  
[darnley's solution](#)

**159.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, greedy

[darnley's solution](#)

**160.**

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: binary search, greedy, sortings, two pointers

[darnley's solution](#)

**161.**

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: math, number theory

[darnley's solution](#)

**162.**

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, greedy, implementation

[darnley's solution](#)

**163.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-17 · last AC: 2013-08-17 · Java 7 (first AC) · Tags: greedy, math, number theory

[darnley's solution](#)

**164.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: dfs and similar, dp

[darnley's solution](#)

**165.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · Java 7 (first AC) · Tags: \*special, greedy

[darnley's solution](#)

**166.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: \*special, bitmasks, brute force, implementation

[darnley's solution](#)

**167.**

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: math

[darnley's solution](#)

**168.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[darnley's solution](#)

**169.**

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · last AC: 2021-10-08 · Kotlin 1.5 (first AC) · Tags: \*special, bitmasks, dp, greedy

[darnley's solution](#)

**170.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[darnley's solution](#)

**171.**

1368D

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

Quality: 13,657 global accepts · Rating: 1700 · first AC: 2020-06-18 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math

[darnley's solution](#)

**172.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · last AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, graphs, greedy

[darnley's solution](#)

**173.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · last AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, math

[darnley's solution](#)

**174.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · last AC: 2020-01-20 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[darnley's solution](#)

**175.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, geometry, greedy

[darnley's solution](#)

**176.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs

[darnley's solution](#)

**177.**

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · last AC: 2019-10-15 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, sortings

[darnley's solution](#)

**178.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · last AC: 2019-06-03 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[darnley's solution](#)

**179.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · last AC: 2018-12-23 · Java 8 (first AC) · Tags: greedy, implementation, trees

[darnley's solution](#)

**180.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: data structures, dp, greedy, implementation

[darnley's solution](#)

**181.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · Java 8 (first AC) · Tags: dfs and similar, dp, games, graphs

[darnley's solution](#)

**182.**

759A

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

Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[darnley's solution](#)

**183.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[darnley's solution](#)

**184.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · last AC: 2015-09-16 · Java 8 (first AC) · Tags: brute force, greedy

[darnley's solution](#)

**185.**

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · last AC: 2015-09-16 · Java 8 (first AC) · Tags: geometry, math

[darnley's solution](#)

**186.**

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · Java 7 (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[darnley's solution](#)

**187.**

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: hashing, strings

[darnley's solution](#)

**188.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[darnley's solution](#)

**189.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: constructive algorithms, hashing, implementation

[darnley's solution](#)

**190.**

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · last AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, math

[darnley's solution](#)

**191.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-09-22 · Kotlin 1.7 (first AC) · Tags: greedy, implementation, sortings

[darnley's solution](#)

## 192.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: brute force, math, number theory

[darnley's solution](#)

## 193.

1769D1

[A,3D0C CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: \*special, brute force, dp

[darnley's solution](#)

## 194.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[darnley's solution](#)

## 195.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[darnley's solution](#)

## 196.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

## 197.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation, math

[darnley's solution](#)

## 198.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[darnley's solution](#)

## 199.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · last AC: 2020-04-14 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[darnley's solution](#)

## 200.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · last AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darnley's solution](#)

## 201.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-20 · Kotlin 1.4 (first AC) · Tags: binary search, greedy,

hashing, string suffix structures, strings

[darnley's solution](#)

**202.**

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · last AC: 2020-02-03 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[darnley's solution](#)

**203.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy, sortings

[darnley's solution](#)

**204.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · last AC: 2019-02-17 · Java 8 (first AC) · Tags: constructive algorithms, hashing, strings

[darnley's solution](#)

**205.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · last AC: 2018-01-29 · Java 8 (first AC) · Tags: dp, greedy, implementation, math

[darnley's solution](#)

**206.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, dp, graphs

[darnley's solution](#)

**207.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[darnley's solution](#)

**208.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, math

[darnley's solution](#)

**209.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: data structures, greedy

[darnley's solution](#)

**210.**

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[darnley's solution](#)

**211.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · Kotlin 1.7 (first AC) · Tags: dfs and similar, dp, greedy, trees

[darnley's solution](#)

**212.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-10-30 · last AC: 2021-10-30 · Kotlin 1.5 (first AC) · Tags: brute force, dp, math, number theory, two pointers

[darnley's solution](#)

**213.**

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy

[darnley's solution](#)

**214.**

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, brute force, math

[darnley's solution](#)

**215.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, sortings

[darnley's solution](#)

**216.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[darnley's solution](#)

**217.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · last AC: 2020-02-19 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[darnley's solution](#)

**218.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · last AC: 2019-12-14 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[darnley's solution](#)

**219.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[darnley's solution](#)

**220.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, math, number theory

[darnley's solution](#)

**221.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-23 · last AC: 2019-08-26 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[darnley's solution](#)

**222.**

781B

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

Rating: 1900 · first AC: 2017-03-05 · last AC: 2017-03-08 · Java 8 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[darnley's solution](#)

**223.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, interactive

[darnley's solution](#)

**224.**

506A

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

Rating: 1900 · first AC: 2015-01-18 · Java 7 (first AC) · Tags: dp

[darnley's solution](#)

**225.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · last AC: 2014-12-26 · Java 7 (first AC) · Tags: binary search, brute force, implementation

[darnley's solution](#)

**226.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · Java 7 (first AC) · Tags: combinatorics, dp, implementation

[darnley's solution](#)

**227.**

388B

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

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[darnley's solution](#)

**228.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: brute force, divide and conquer, dp

[darnley's solution](#)

**229.**

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · last AC: 2013-10-15 · Java 7 (first AC) · Tags: implementation, math

[darnley's solution](#)

**230.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: binary search, greedy, two pointers

[darnley's solution](#)

**231.**

308C

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

Rating: 1900 · first AC: 2013-05-17 · Java 6 (first AC) · Tags: —

[darnley's solution](#)

**232.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

[darnley's solution](#)

**233.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[darnley's solution](#)

**234.**

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · last AC: 2026-03-07 · Kotlin 2.2 (first AC) · Tags: \*special, combinatorics, math

[darnley's solution](#)

**235.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[darnley's solution](#)

**236.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, graphs, greedy

[darnley's solution](#)

**237.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, implementation, sortings

[darnley's solution](#)

**238.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · last AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[darnley's solution](#)

**239.**

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special, constructive algorithms, dp

[darnley's solution](#)

**240.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2020-02-03 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, implementation

[darnley's solution](#)

**241.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[darnley's solution](#)

**242.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[darnley's solution](#)

**243.**

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · last AC: 2019-10-15 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy

[darnley's solution](#)

**244.**

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · last AC: 2019-10-15 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy, math

[darnley's solution](#)

**245.**

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-05 · last AC: 2019-08-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[darnley's solution](#)

**246.**

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darnley's solution](#)

**247.**

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · last AC: 2015-09-16 · Java 8 (first AC) · Tags: ternary search

[darnley's solution](#)

**248.**

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, probabilities

[darnley's solution](#)

**249.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: games, greedy, sortings

[darnley's solution](#)

**250.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees

[darnley's solution](#)

**251.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-17 · Java 7 (first AC) · Tags: dfs and similar, dp, trees

[darnley's solution](#)

**252.**

292C

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

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force

[darnley's solution](#)

**253.**

291E

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

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-14 · Java 7 (first AC) · Tags: \*special, dfs and similar, hashing, strings  
[darnley's solution](#)

**254.**

82C

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

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: data structures, dfs and similar, sortings  
[darnley's solution](#)

**255.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: dp  
[darnley's solution](#)

**256.**

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2010-03-04 · Java 6 (first AC) · Tags: dp, math  
[darnley's solution](#)

**257.**

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · last AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, binary search, greedy  
[darnley's solution](#)

**258.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · last AC: 2025-10-23 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[darnley's solution](#)

**259.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · Kotlin 1.4 (first AC) · Tags: data structures, implementation  
[darnley's solution](#)

**260.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[darnley's solution](#)

**261.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-08 · last AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[darnley's solution](#)

**262.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · last AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings  
[darnley's solution](#)

**263.**

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation  
[darnley's solution](#)

**264.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · last AC: 2017-03-08 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees  
[darnley's solution](#)

**265.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings  
[darnley's solution](#)

**266.**

497C

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

Rating: 2100 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[darnley's solution](#)

**267.**

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: data structures, dp, math  
[darnley's solution](#)

**268.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation  
[darnley's solution](#)

**269.**

308B

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

Rating: 2100 · first AC: 2013-05-17 · Java 6 (first AC) · Tags: —  
[darnley's solution](#)

**270.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[darnley's solution](#)

**271.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · Kotlin 1.5 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[darnley's solution](#)

**272.**

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, dp  
[darnley's solution](#)

**273.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-14 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[darnley's solution](#)

**274.**

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[darnley's solution](#)

**275.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, math, strings

[darnley's solution](#)

**276.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[darnley's solution](#)

**277.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, data structures

[darnley's solution](#)

**278.**

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-18 · Java 8 (first AC) · Tags: dfs and similar, graphs

[darnley's solution](#)

**279.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: dp, greedy, strings

[darnley's solution](#)

**280.**

506B

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

Rating: 2200 · first AC: 2015-01-18 · Java 7 (first AC) · Tags: dfs and similar, graphs

[darnley's solution](#)

**281.**

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: brute force, dp, number theory

[darnley's solution](#)

**282.**

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · last AC: 2013-06-12 · Java 6 (first AC) · Tags: dfs and similar, implementation

[darnley's solution](#)

**283.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: flows

[darnley's solution](#)

**284.**

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[darnley's solution](#)

**285.**

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[darnley's solution](#)

**286.**

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-21 · last AC: 2026-03-21 · Kotlin 2.2 (first AC) · Tags: \*special, combinatorics, data structures, dp, math

[darnley's solution](#)

**287.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-09-30 · Kotlin 1.7 (first AC) · Tags: dp, graphs, greedy, math, probabilities

[darnley's solution](#)

**288.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-21 · last AC: 2023-09-21 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[darnley's solution](#)

**289.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-10-30 · Kotlin 1.5 (first AC) · Tags: dp, greedy, math, number theory

[darnley's solution](#)

**290.**

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, data structures

[darnley's solution](#)

**291.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · last AC: 2020-03-20 · Java 8 (first AC) · Tags: graphs, hashing, math, number theory

[darnley's solution](#)

**292.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · last AC: 2020-01-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[darnley's solution](#)

**293.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · last AC: 2019-12-14 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[darnley's solution](#)

**294.**

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · last AC: 2019-10-15 · Kotlin 1.4 (first AC) · Tags: \*special, graphs, implementation, strings

[darnley's solution](#)

**295.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · last AC: 2019-08-08 · Kotlin 1.4 (first AC) · Tags: dp

[darnley's solution](#)

**296.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · last AC: 2019-07-07 · Kotlin 1.4 (first AC) · Tags: math, matrices, number theory, two pointers

[darnley's solution](#)

**297.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · last AC: 2019-06-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[darnley's solution](#)

**298.**

1086C

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

Rating: 2300 · first AC: 2018-12-23 · last AC: 2018-12-23 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[darnley's solution](#)

**299.**

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · Java 6 (first AC) · Tags: dp

[darnley's solution](#)

**300.**

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · Java 6 (first AC) · Tags: —

[darnley's solution](#)

**301.**

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: brute force, dp

[darnley's solution](#)

**302.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: constructive algorithms, geometry

[darnley's solution](#)

**303.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, brute force, data structures, implementation

[darnley's solution](#)

**304.**

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · last AC: 2023-10-01 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[darnley's solution](#)

**305.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, math

[darnley's solution](#)

**306.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · last AC: 2020-09-23 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, probabilities

[darnley's solution](#)

**307.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-28 · last AC: 2020-04-30 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[darnley's solution](#)

**308.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · last AC: 2020-04-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[darnley's solution](#)

**309.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · last AC: 2020-03-21 · Kotlin 1.4 (first AC) · Tags: data structures, two pointers

[darnley's solution](#)

**310.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · last AC: 2020-02-03 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs

[darnley's solution](#)

**311.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: dp, math

[darnley's solution](#)

**312.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-21 · last AC: 2019-08-26 · Kotlin 1.4 (first AC) · Tags: implementation, interactive

[darnley's solution](#)

**313.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · last AC: 2019-06-21 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[darnley's solution](#)

**314.**

781D

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

Rating: 2400 · first AC: 2017-03-05 · last AC: 2017-03-08 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[darnley's solution](#)

**315.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: dp

[darnley's solution](#)

**316.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · last AC: 2016-12-17 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[darnley's solution](#)

**317.**

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · last AC: 2016-04-18 · Java 8 (first AC) · Tags: bitmasks, math, matrices, probabilities

[darnley's solution](#)

**318.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp, probabilities

[darnley's solution](#)

**319.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-19 · last AC: 2015-01-19 · Java 7 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[darnley's solution](#)

**320.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: games, implementation

[darnley's solution](#)

**321.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: flows, trees

[darnley's solution](#)

**322.**

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · last AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, math

[darnley's solution](#)

**323.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · last AC: 2021-10-30 · Kotlin 1.4 (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[darnley's solution](#)

**324.**

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special, data structures, dp

[darnley's solution](#)

**325.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[darnley's solution](#)

**326.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy

[darnley's solution](#)

**327.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: math, number theory, probabilities

[darnley's solution](#)

**328.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · last AC: 2020-02-17 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[darnley's solution](#)

**329.**

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: \*special, math, trees

[darnley's solution](#)

**330.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · last AC: 2019-08-08 · Kotlin 1.4 (first AC) · Tags: flows, graph matchings, graphs

[darnley's solution](#)

**331.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · last AC: 2019-07-07 · Kotlin 1.4 (first AC) · Tags: dp

[darnley's solution](#)

**332.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[darnley's solution](#)

**333.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: dsu, graphs, greedy

[darnley's solution](#)

**334.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: binary search, implementation, sortings, two pointers

[darnley's solution](#)

**335.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: dp, string suffix structures, trees

[darnley's solution](#)

**336.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · last AC: 2021-11-01 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[darnley's solution](#)

**337.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · Kotlin 1.4 (first AC) · Tags: games, implementation, interactive, math

[darnley's solution](#)

**338.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-28 · last AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[darnley's solution](#)

**339.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · last AC: 2020-03-20 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[darnley's solution](#)

**340.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · last AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[darnley's solution](#)

**341.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[darnley's solution](#)

**342.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: binary search, data structures, dp

[darnley's solution](#)

**343.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[darnley's solution](#)

**344.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · last AC: 2025-05-31 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[darnley's solution](#)

**345.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · Kotlin 1.7 (first AC) · Tags: combinatorics, dp, math, trees

[darnley's solution](#)

**346.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · last AC: 2020-04-14 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[darnley's solution](#)

**347.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · last AC: 2020-01-20 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[darnley's solution](#)

**348.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · last AC: 2019-10-17 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[darnley's solution](#)

**349.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-23 · last AC: 2019-08-26 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, trees

[darnley's solution](#)

**350.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · last AC: 2019-06-03 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms

[darnley's solution](#)

**351.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · last AC: 2015-09-16 · Java 8 (first AC) · Tags: dp, greedy

[darnley's solution](#)

**352.**

293D

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

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: geometry, math, probabilities, two pointers

[darnley's solution](#)

**353.**

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-10-01 · Kotlin 1.7 (first AC) · Tags: divide and conquer, dp, math, probabilities

[darnley's solution](#)

**354.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-23 · last AC: 2023-09-23 · Kotlin 1.7 (first AC) · Tags: binary search, math  
[darnley's solution](#)

**355.**

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special, geometry, probabilities  
[darnley's solution](#)

**356.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-29 · last AC: 2018-01-29 · Java 8 (first AC) · Tags: combinatorics, dp, matrices  
[darnley's solution](#)

**357.**

1571I

[Physical Examination](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3200 · first AC: 2021-10-07 · last AC: 2021-10-08 · Kotlin 1.5 (first AC) · Tags: \*special, binary search, data structures  
[darnley's solution](#)

**358.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · Kotlin 2.2 (first AC) · Tags: \*special, brute force, games, interactive  
[darnley's solution](#)

**359.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · Kotlin 2.2 (first AC) · Tags: \*special  
[darnley's solution](#)

**360.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · Kotlin 2.2 (first AC) · Tags: \*special, shortest paths  
[darnley's solution](#)

**361.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · Kotlin 2.2 (first AC) · Tags: \*special, strings  
[darnley's solution](#)

**362.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · Kotlin 2.2 (first AC) · Tags: \*special, graph matchings, implementation  
[darnley's solution](#)

**363.**

2198H

[Microcycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, dsu, graphs  
[darnley's solution](#)

**364.**

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special

[darnley's solution](#)

**365.**

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, greedy

[darnley's solution](#)

**366.**

2198E

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

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, graphs

[darnley's solution](#)

**367.**

2198D

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

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, math

[darnley's solution](#)

**368.**

2198C

[Preparing for the Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special

[darnley's solution](#)

**369.**

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special

[darnley's solution](#)

**370.**

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**371.**

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**372.**

2142G

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, interactive

[darnley's solution](#)

**373.**

2142F

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

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, data structures, math, matrices

[darnley's solution](#)

**374.**

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, binary search, bitmasks, greedy

[darnley's solution](#)

**375.**

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, math, strings

[darnley's solution](#)

**376.**

2142C

[YetanotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, data structures, implementation, strings

[darnley's solution](#)

**377.**

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**378.**

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**379.**

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · last AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**380.**

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, data structures, greedy

[darnley's solution](#)

**381.**

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, strings

[darnley's solution](#)

**382.**

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**383.**

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**384.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**385.**

2012G

[Berserk Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**386.**

2012F

[Colored Portals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · last AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[darnley's solution](#)

**387.**

2012E

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

Rating: — · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: \*special, strings

[darnley's solution](#)

**388.**

2012D

[Forming Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[darnley's solution](#)

**389.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, greedy, math

[darnley's solution](#)

**390.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: \*special, strings

[darnley's solution](#)

**391.**

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, sortings

[darnley's solution](#)

**392.**

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · last AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, data structures

[darnley's solution](#)

**393.**

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, sortings

[darnley's solution](#)

**394.**

1959F

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

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[darnley's solution](#)

**395.**

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms, strings

[darnley's solution](#)

**396.**

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[darnley's solution](#)

**397.**

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, strings

[darnley's solution](#)

**398.**

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, strings

[darnley's solution](#)

**399.**

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**400.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-29 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[darnley's solution](#)

**401.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-29 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[darnley's solution](#)

**402.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-29 · Python 3 (first AC) · Tags: \*special, expression parsing, strings

[darnley's solution](#)

**403.**

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-11-03 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**404.**

1531A

[A#8CÔ30T@iqlcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-11-03 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**405.**

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, interactive

[darnley's solution](#)

**406.**

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**407.**

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[darnley's solution](#)

**408.**

1570D

[Reachable Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**409.**

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, implementation

[darnley's solution](#)

**410.**

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math

[darnley's solution](#)

**411.**

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: \*special

[darnley's solution](#)

**412.**

1531B1

[A+B \(Trial Problem\)](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**413.**

1531B2

[A+B \(Trial Problem\)](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**414.**

1531C

[B 8CÄieCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms, dp

[darnley's solution](#)

**415.**

1531E2

[B 7D B C,, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: \*special, brute force

[darnley's solution](#)

**416.**

1531E1

[B 7D B C,, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**417.**

1489G

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

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, graphs

[darnley's solution](#)

**418.**

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**419.**

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**420.**

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[darnley's solution](#)

**421.**

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[darnley's solution](#)

**422.**

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, math

[darnley's solution](#)

**423.**

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**424.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · last AC: 2020-06-20 · Kotlin 1.4 (first AC) · Tags: —

[darnley's solution](#)

**425.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks

[darnley's solution](#)

**426.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Kotlin 1.4 (first AC) · Tags: \*special

[darnley's solution](#)

**427.**

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, dp, strings

[darnley's solution](#)

**428.**

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, dp, math

[darnley's solution](#)

**429.**

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, greedy, implementation, sortings

[darnley's solution](#)

**430.**

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, dfs and similar, trees

[darnley's solution](#)

**431.**

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy, sortings

[darnley's solution](#)

**432.**

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[darnley's solution](#)

**433.**

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, sortings

[darnley's solution](#)

**434.**

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[darnley's solution](#)

**435.**

100436E

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Java 8 (first AC) · Tags: —

[darnley's solution](#)

**436.**

1298F2

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

Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[darnley's solution](#)

**437.**

1298F1

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

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[darnley's solution](#)

**438.**

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation

[darnley's solution](#)

**439.**

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: \*special, combinatorics, math

[darnley's solution](#)

**440.**

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[darnley's solution](#)

**441.**

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[darnley's solution](#)

**442.**

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[darnley's solution](#)

**443.**

102264D

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · last AC: 2019-08-26 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**444.**

102264C

[Ladders and Snakes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**445.**

102264B

[Class Treasurer](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**446.**

102264A

[Graphs as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**447.**

101859A

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: —  
[darnley's solution](#)

**448.**

102249C

[Mr. X](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · last AC: 2019-06-25 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**449.**

102249D

[Trees as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**450.**

102249B

[Leapfrog: Ch. 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**451.**

102249A

[Leapfrog: Ch. 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · Kotlin 1.4 (first AC) · Tags: —  
[darnley's solution](#)

**452.**

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, graphs

[darnley's solution](#)

**453.**

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy  
[darnley's solution](#)

**454.**

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, binary search  
[darnley's solution](#)

**455.**

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation  
[darnley's solution](#)

**456.**

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, strings  
[darnley's solution](#)

**457.**

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[darnley's solution](#)

**458.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[darnley's solution](#)

**459.**

100424B

[B\\$0C7aCT@](#)

Rating: — · first AC: 2014-04-21 · Java 7 (first AC) · Tags: —  
[darnley's solution](#)

**460.**

100424C

[Aä1D0D\\$=C O Ct0CD0Dt0 Câ =C 8C >C´LD,,5C´ 2Cä7D 0D BC ND”5C´ ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2014-04-21 · Java 7 (first AC) · Tags: —  
[darnley's solution](#)

**461.**

100424A

[A.T0D0l](#)

Rating: — · first AC: 2014-04-21 · Java 7 (first AC) · Tags: —  
[darnley's solution](#)

**462.**

391F1

[Stock Trading](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: dp  
[darnley's solution](#)

**463.**

391D1

[Supercollider](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: brute force

[darnley's solution](#)

**464.**

391C3

[The Tournament](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: —

[darnley's solution](#)

**465.**

391C2

[The Tournament](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: greedy

[darnley's solution](#)

**466.**

391C1

[The Tournament](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: brute force

[darnley's solution](#)

**467.**

391B

[Word Folding](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: brute force

[darnley's solution](#)

**468.**

391A

[Genetic Engineering](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: — · first AC: 2014-03-27 · Java 7 (first AC) · Tags: implementation, two pointers

[darnley's solution](#)

**469.**

100252E

[BIBO C,,5](#)

Rating: — · first AC: 2013-10-20 · Java 7 (first AC) · Tags: —

[darnley's solution](#)