

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

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# Unique solved — dendi239

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

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

Filters: none

Count: 1,365

1.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[dendi239's solution](#)

2.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[dendi239's solution](#)

3.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[dendi239's solution](#)

4.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[dendi239's solution](#)

5.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[dendi239's solution](#)

6.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[dendi239's solution](#)

7.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[dendi239's solution](#)

8.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[dendi239's solution](#)

9.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[dendi239's solution](#)

**10.**

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[dendi239's solution](#)

**11.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

**12.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**13.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**14.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dendi239's solution](#)

**15.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[dendi239's solution](#)

**16.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**17.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**18.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings  
[dendi239's solution](#)

**19.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**20.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**21.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dendi239's solution](#)

**22.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**23.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dendi239's solution](#)

**24.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[dendi239's solution](#)

**25.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**26.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dendi239's solution](#)

**27.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[dendi239's solution](#)

**28.**

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[dendi239's solution](#)

**29.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dendi239's solution](#)

**30.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**31.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**32.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[dendi239's solution](#)

**33.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-19 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dendi239's solution](#)

**34.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**35.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[dendi239's solution](#)

**36.**

723A

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

Quality: 100,731 global accepts · Rating: 800 · first AC: 2019-11-14 · last AC: 2019-11-14 · PyPy 3 (first AC) · Tags: implementation, math, sortings

[dendi239's solution](#)

**37.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dendi239's solution](#)

**38.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[dendi239's solution](#)

**39.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[dendi239's solution](#)

**40.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-21 · Rust (first AC) · Tags: implementation, math

[dendi239's solution](#)

**41.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**42.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,031 global accepts · Rating: 800 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[dendi239's solution](#)

**43.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**44.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dendi239's solution](#)

**45.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[dendi239's solution](#)

**46.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**47.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2018-01-08 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[dendi239's solution](#)

**48.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**49.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[dendi239's solution](#)

**50.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-27 · Haskell (first AC) · Tags: implementation

[dendi239's solution](#)

**51.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[dendi239's solution](#)

**52.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[dendi239's solution](#)

**53.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**54.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**55.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[dendi239's solution](#)

**56.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,974 global accepts · Rating: 800 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**57.**

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**58.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[dendi239's solution](#)

**59.**

750A

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

Quality: 92,566 global accepts · Rating: 800 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math  
[dendi239's solution](#)

**60.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation  
[dendi239's solution](#)

**61.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**62.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: implementation  
[dendi239's solution](#)

**63.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[dendi239's solution](#)

**64.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**65.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: implementation

[dendi239's solution](#)

**66.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[dendi239's solution](#)

**67.**

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**68.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

[dendi239's solution](#)

**69.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,422 global accepts · Rating: 800 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**70.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: implementation

[dendi239's solution](#)

**71.**

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**72.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,674 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[dendi239's solution](#)

**73.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[dendi239's solution](#)

**74.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: math, number theory

[dendi239's solution](#)

**75.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[dendi239's solution](#)

**76.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2016-02-15 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[dendi239's solution](#)

**77.**

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[dendi239's solution](#)

**78.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[dendi239's solution](#)

**79.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[dendi239's solution](#)

**80.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[dendi239's solution](#)

**81.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[dendi239's solution](#)

**82.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[dendi239's solution](#)

**83.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dendi239's solution](#)

**84.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**85.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dendi239's solution](#)

**86.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[dendi239's solution](#)

**87.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees

[dendi239's solution](#)

**88.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**89.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**90.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**91.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-02-08 · Kotlin 1.4 (first AC) · Tags: implementation

[dendi239's solution](#)

**92.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-23 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math

[dendi239's solution](#)

**93.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**94.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**95.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**96.**

616A

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

Quality: 10,833 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**97.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[dendi239's solution](#)

**98.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math  
[dendi239's solution](#)

**99.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[dendi239's solution](#)

**100.**

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**101.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation  
[dendi239's solution](#)

**102.**

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**103.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[dendi239's solution](#)

**104.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: greedy  
[dendi239's solution](#)

**105.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: greedy  
[dendi239's solution](#)

**106.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[dendi239's solution](#)

**107.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[dendi239's solution](#)

**108.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[dendi239's solution](#)

**109.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[dendi239's solution](#)

**110.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**111.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[dendi239's solution](#)

**112.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[dendi239's solution](#)

**113.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings  
[dendi239's solution](#)

**114.**

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[dendi239's solution](#)

**115.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[dendi239's solution](#)

**116.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[dendi239's solution](#)

**117.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**118.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**119.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**120.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[dendi239's solution](#)

**121.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · Python 3 (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**122.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**123.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**124.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**125.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[dendi239's solution](#)

**126.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**127.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-08-27 · Haskell (first AC) · Tags: implementation  
[dendi239's solution](#)

**128.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · last AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[dendi239's solution](#)

**129.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**130.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**131.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[dendi239's solution](#)

**132.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**133.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**134.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[dendi239's solution](#)

**135.**

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

**136.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[dendi239's solution](#)

**137.**

766A

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

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[dendi239's solution](#)

**138.**

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings  
[dendi239's solution](#)

**139.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: math  
[dendi239's solution](#)

**140.**

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

**141.**

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[dendi239's solution](#)

**142.**

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings  
[dendi239's solution](#)

**143.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: implementation  
[dendi239's solution](#)

**144.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**145.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation  
[dendi239's solution](#)

**146.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers  
[dendi239's solution](#)

**147.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings  
[dendi239's solution](#)

**148.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[dendi239's solution](#)

**149.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

**150.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**151.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[dendi239's solution](#)

**152.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[dendi239's solution](#)

**153.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[dendi239's solution](#)

**154.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[dendi239's solution](#)

**155.**

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings  
[dendi239's solution](#)

**156.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[dendi239's solution](#)

**157.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[dendi239's solution](#)

**158.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[dendi239's solution](#)

**159.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**160.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[dendi239's solution](#)

**161.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[dendi239's solution](#)

**162.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**163.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[dendi239's solution](#)

**164.**

1288B

[Yet Another Meme Problem](#) · [Tutorial](#)

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**165.**

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[dendi239's solution](#)

**166.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[dendi239's solution](#)

**167.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[dendi239's solution](#)

**168.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[dendi239's solution](#)

**169.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-02 · last AC: 2018-01-02 · Kotlin 1.4 (first AC) · Tags: implementation  
[dendi239's solution](#)

**170.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-23 · Haskell (first AC) · Tags: implementation, sortings  
[dendi239's solution](#)

**171.**

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[dendi239's solution](#)

**172.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[dendi239's solution](#)

**173.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,452 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[dendi239's solution](#)

**174.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[dendi239's solution](#)

**175.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[dendi239's solution](#)

**176.**

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**177.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[dendi239's solution](#)

**178.**

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[dendi239's solution](#)

**179.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[dendi239's solution](#)

**180.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings  
[dendi239's solution](#)

**181.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**182.**

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation  
[dendi239's solution](#)

**183.**

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[dendi239's solution](#)

**184.**

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[dendi239's solution](#)

**185.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: geometry, math

[dendi239's solution](#)

**186.**

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[dendi239's solution](#)

**187.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: math

[dendi239's solution](#)

**188.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: brute force

[dendi239's solution](#)

**189.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math

[dendi239's solution](#)

**190.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,229 global accepts · Rating: 1100 · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[dendi239's solution](#)

**191.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**192.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[dendi239's solution](#)

**193.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation  
[dendi239's solution](#)

**194.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[dendi239's solution](#)

**195.**

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dendi239's solution](#)

**196.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[dendi239's solution](#)

**197.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[dendi239's solution](#)

**198.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**199.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[dendi239's solution](#)

**200.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[dendi239's solution](#)

**201.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[dendi239's solution](#)

**202.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**203.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, greedy, math

[dendi239's solution](#)

**204.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[dendi239's solution](#)

**205.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,496 global accepts · Rating: 1200 · first AC: 2020-03-24 · last AC: 2020-03-24 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy

[dendi239's solution](#)

**206.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**207.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dendi239's solution](#)

**208.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dendi239's solution](#)

**209.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dendi239's solution](#)

**210.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**211.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[dendi239's solution](#)

**212.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2018-06-17 · Python 3 (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**213.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dendi239's solution](#)

**214.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[dendi239's solution](#)

**215.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dendi239's solution](#)

**216.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[dendi239's solution](#)

**217.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**218.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[dendi239's solution](#)

**219.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · PyPy 3 (first AC) · Tags: \*special, strings

[dendi239's solution](#)

**220.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-23 · last AC: 2018-01-23 · Kotlin 1.4 (first AC) · Tags: games, greedy, implementation

[dendi239's solution](#)

**221.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**222.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**223.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dendi239's solution](#)

**224.**

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: implementation, sortings  
[dendi239's solution](#)

**225.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: data structures, math  
[dendi239's solution](#)

**226.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: sortings  
[dendi239's solution](#)

**227.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[dendi239's solution](#)

**228.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation  
[dendi239's solution](#)

**229.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings  
[dendi239's solution](#)

**230.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[dendi239's solution](#)

**231.**

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[dendi239's solution](#)

**232.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers  
[dendi239's solution](#)

**233.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[dendi239's solution](#)

**234.**

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[dendi239's solution](#)

**235.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[dendi239's solution](#)

**236.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[dendi239's solution](#)

**237.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[dendi239's solution](#)

**238.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[dendi239's solution](#)

**239.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dendi239's solution](#)

**240.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[dendi239's solution](#)

**241.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dendi239's solution](#)

**242.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dendi239's solution](#)

**243.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[dendi239's solution](#)

**244.**

62A

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

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dendi239's solution](#)

**245.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[dendi239's solution](#)

**246.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[dendi239's solution](#)

**247.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2020-02-05 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**248.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[dendi239's solution](#)

**249.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[dendi239's solution](#)

**250.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[dendi239's solution](#)

**251.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dendi239's solution](#)

**252.**

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-21 · Rust (first AC) · Tags: constructive algorithms, graphs  
[dendi239's solution](#)

**253.**

1008C

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

Rating: 1300 · first AC: 2018-09-20 · last AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[dendi239's solution](#)

**254.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[dendi239's solution](#)

**255.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[dendi239's solution](#)

**256.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**257.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[dendi239's solution](#)

**258.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**259.**

962B

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

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dendi239's solution](#)

**260.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**261.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**262.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: implementation, math

[dendi239's solution](#)

**263.**

929B

[AÄ5D&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · Python 3 (first AC) · Tags: \*special, implementation

[dendi239's solution](#)

**264.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-02-08 · Kotlin 1.4 (first AC) · Tags: implementation

[dendi239's solution](#)

**265.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dendi239's solution](#)

**266.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dendi239's solution](#)

**267.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[dendi239's solution](#)

**268.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[dendi239's solution](#)

**269.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**270.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings  
[dendi239's solution](#)

**271.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**272.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[dendi239's solution](#)

**273.**

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math  
[dendi239's solution](#)

**274.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[dendi239's solution](#)

**275.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: geometry, implementation  
[dendi239's solution](#)

**276.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: graphs  
[dendi239's solution](#)

**277.**

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: greedy, implementation  
[dendi239's solution](#)

**278.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: brute force

[dendi239's solution](#)

**279.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**280.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[dendi239's solution](#)

**281.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dendi239's solution](#)

**282.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**283.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[dendi239's solution](#)

**284.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[dendi239's solution](#)

**285.**

1427B

[Chess Cheater](#) · [Tutorial](#)

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

[dendi239's solution](#)

**286.**

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2020-02-05 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[dendi239's solution](#)

**287.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[dendi239's solution](#)

**288.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dendi239's solution](#)

**289.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dendi239's solution](#)

**290.**

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[dendi239's solution](#)

**291.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2018-07-07 · last AC: 2018-07-07 · Rust (first AC) · Tags: greedy, implementation, sortings, two pointers

[dendi239's solution](#)

**292.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2018-07-06 · Rust (first AC) · Tags: math, number theory

[dendi239's solution](#)

**293.**

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[dendi239's solution](#)

**294.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2018-05-20 · PyPy 2 (first AC) · Tags: brute force

[dendi239's solution](#)

**295.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**296.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[dendi239's solution](#)

**297.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[dendi239's solution](#)

**298.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**299.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[dendi239's solution](#)

**300.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dendi239's solution](#)

**301.**

929A

[A@CaIC B C\\$5C^>D 8Cô5CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation

[dendi239's solution](#)

**302.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · PyPy 3 (first AC) · Tags: \*special, dp

[dendi239's solution](#)

**303.**

799B

[T-shirt buying](#) · [Tutorial](#)

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

[dendi239's solution](#)

**304.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[dendi239's solution](#)

**305.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[dendi239's solution](#)

**306.**

714C

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

Rating: 1400 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[dendi239's solution](#)

**307.**

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · last AC: 2016-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dendi239's solution](#)

**308.**

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[dendi239's solution](#)

**309.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings  
[dendi239's solution](#)

**310.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: implementation, math  
[dendi239's solution](#)

**311.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2016-06-29 · last AC: 2016-06-29 · GNU C++11 (first AC) · Tags: games, math, number theory  
[dendi239's solution](#)

**312.**

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[dendi239's solution](#)

**313.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[dendi239's solution](#)

**314.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[dendi239's solution](#)

**315.**

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation  
[dendi239's solution](#)

**316.**

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: greedy, math, number theory  
[dendi239's solution](#)

**317.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[dendi239's solution](#)

**318.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[dendi239's solution](#)

**319.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math  
[dendi239's solution](#)

### 320.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation  
[dendi239's solution](#)

### 321.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[dendi239's solution](#)

### 322.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[dendi239's solution](#)

### 323.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[dendi239's solution](#)

### 324.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[dendi239's solution](#)

### 325.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

### 326.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

### 327.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[dendi239's solution](#)

### 328.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · last AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dendi239's solution](#)

### 329.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[dendi239's solution](#)

**330.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-18 · last AC: 2020-03-18 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[dendi239's solution](#)

**331.**

1307C

[Cow and Message](#) · [Tutorial](#)

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

[dendi239's solution](#)

**332.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[dendi239's solution](#)

**333.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**334.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[dendi239's solution](#)

**335.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dendi239's solution](#)

**336.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**337.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[dendi239's solution](#)

**338.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dendi239's solution](#)

**339.**

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**340.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2018-05-28 · PyPy 2 (first AC) · Tags: brute force, implementation

[dendi239's solution](#)

**341.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[dendi239's solution](#)

**342.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[dendi239's solution](#)

**343.**

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[dendi239's solution](#)

**344.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[dendi239's solution](#)

**345.**

810C

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

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

[dendi239's solution](#)

**346.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dendi239's solution](#)

**347.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**348.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[dendi239's solution](#)

**349.**

745C

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

Rating: 1500 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dendi239's solution](#)

**350.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: math, number theory

[dendi239's solution](#)

**351.**

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[dendi239's solution](#)

**352.**

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, strings

[dendi239's solution](#)

**353.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[dendi239's solution](#)

**354.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[dendi239's solution](#)

**355.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[dendi239's solution](#)

**356.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[dendi239's solution](#)

**357.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, math

[dendi239's solution](#)

**358.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-01-18 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[dendi239's solution](#)

**359.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[dendi239's solution](#)

**360.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[dendi239's solution](#)

**361.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math  
[dendi239's solution](#)

**362.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[dendi239's solution](#)

**363.**

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[dendi239's solution](#)

**364.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[dendi239's solution](#)

**365.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[dendi239's solution](#)

**366.**

73A

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

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dendi239's solution](#)

**367.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dendi239's solution](#)

**368.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[dendi239's solution](#)

**369.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dendi239's solution](#)

**370.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-04-05 · last AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[dendi239's solution](#)

**371.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-25 · last AC: 2018-10-25 · Rust (first AC) · Tags: greedy

[dendi239's solution](#)

**372.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[dendi239's solution](#)

**373.**

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-06-15 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[dendi239's solution](#)

**374.**

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-05-30 · last AC: 2018-06-01 · PyPy 2 (first AC) · Tags: dfs and similar, graphs, shortest paths

[dendi239's solution](#)

**375.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2018-05-28 · PyPy 2 (first AC) · Tags: brute force, implementation

[dendi239's solution](#)

**376.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**377.**

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**378.**

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[dendi239's solution](#)

**379.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[dendi239's solution](#)

**380.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[dendi239's solution](#)

**381.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dendi239's solution](#)

**382.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings  
[dendi239's solution](#)

**383.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[dendi239's solution](#)

**384.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[dendi239's solution](#)

**385.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[dendi239's solution](#)

**386.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[dendi239's solution](#)

**387.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers  
[dendi239's solution](#)

**388.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[dendi239's solution](#)

**389.**

782C

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

Rating: 1600 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[dendi239's solution](#)

**390.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search  
[dendi239's solution](#)

**391.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[dendi239's solution](#)

**392.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[dendi239's solution](#)

**393.**

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[dendi239's solution](#)

**394.**

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[dendi239's solution](#)

**395.**

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: binary search, greedy, math, matrices, number theory

[dendi239's solution](#)

**396.**

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy

[dendi239's solution](#)

**397.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[dendi239's solution](#)

**398.**

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[dendi239's solution](#)

**399.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: implementation

[dendi239's solution](#)

**400.**

150B

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

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[dendi239's solution](#)

**401.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[dendi239's solution](#)

**402.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[dendi239's solution](#)

**403.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[dendi239's solution](#)

**404.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[dendi239's solution](#)

**405.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[dendi239's solution](#)

**406.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[dendi239's solution](#)

**407.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[dendi239's solution](#)

**408.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[dendi239's solution](#)

**409.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[dendi239's solution](#)

**410.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dendi239's solution](#)

**411.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dendi239's solution](#)

**412.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[dendi239's solution](#)

**413.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dendi239's solution](#)

**414.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**415.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[dendi239's solution](#)

**416.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dendi239's solution](#)

**417.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[dendi239's solution](#)

**418.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

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**419.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

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**420.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

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**421.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**422.**

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[dendi239's solution](#)

**423.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[dendi239's solution](#)

**424.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dendi239's solution](#)

**425.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[dendi239's solution](#)

**426.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · last AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[dendi239's solution](#)

**427.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dendi239's solution](#)

**428.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dendi239's solution](#)

**429.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dendi239's solution](#)

**430.**

990D

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

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · Python 3 (first AC) · Tags: constructive algorithms, graphs, implementation

[dendi239's solution](#)

**431.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[dendi239's solution](#)

**432.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-17 · last AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**433.**

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dendi239's solution](#)

**434.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[dendi239's solution](#)

**435.**

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Haskell (first AC) · Tags: implementation  
[dendi239's solution](#)

**436.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[dendi239's solution](#)

**437.**

929C

[A Problem About AC](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, math  
[dendi239's solution](#)

**438.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-02-11 · Kotlin 1.4 (first AC) · Tags: dp, greedy  
[dendi239's solution](#)

**439.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar  
[dendi239's solution](#)

**440.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings  
[dendi239's solution](#)

**441.**

834C

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

Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[dendi239's solution](#)

**442.**

831C

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Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[dendi239's solution](#)

**443.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings  
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**444.**

622C

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Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
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**445.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[dendi239's solution](#)

**446.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory  
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**447.**

789B

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[dendi239's solution](#)

**448.**

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings  
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**449.**

711C

[Coloring Trees](#) · [Tutorial](#)

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**450.**

689C

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Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math  
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**451.**

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: math, number theory  
[dendi239's solution](#)

**452.**

670E

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**453.**

625A

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**454.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
[dendi239's solution](#)

**455.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[dendi239's solution](#)

**456.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[dendi239's solution](#)

**457.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

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**458.**

1572A

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Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[dendi239's solution](#)

**459.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[dendi239's solution](#)

**460.**

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, trees

[dendi239's solution](#)

**461.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[dendi239's solution](#)

**462.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[dendi239's solution](#)

**463.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[dendi239's solution](#)

**464.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[dendi239's solution](#)

**465.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dendi239's solution](#)

**466.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[dendi239's solution](#)

**467.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[dendi239's solution](#)

**468.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[dendi239's solution](#)

**469.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-02-05 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**470.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[dendi239's solution](#)

**471.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dendi239's solution](#)

**472.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**473.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[dendi239's solution](#)

**474.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[dendi239's solution](#)

**475.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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**476.**

983B

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[dendi239's solution](#)

**477.**

911D

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Quality: 5,108 global accepts · Rating: 1800 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**478.**

926B

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**479.**

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[dendi239's solution](#)

**480.**

894B

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

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

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**481.**

869C

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

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[dendi239's solution](#)

**482.**

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy

[dendi239's solution](#)

**483.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[dendi239's solution](#)

**484.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · last AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[dendi239's solution](#)

**485.**

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dendi239's solution](#)

**486.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dendi239's solution](#)

**487.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[dendi239's solution](#)

**488.**

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[dendi239's solution](#)

**489.**

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy

[dendi239's solution](#)

**490.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-03-09 · last AC: 2017-03-09 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[dendi239's solution](#)

**491.**

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: greedy

[dendi239's solution](#)

**492.**

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[dendi239's solution](#)

**493.**

672C

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

Rating: 1800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[dendi239's solution](#)

**494.**

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 1800 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, trees

[dendi239's solution](#)

**495.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[dendi239's solution](#)

**496.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[dendi239's solution](#)

**497.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[dendi239's solution](#)

**498.**

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[dendi239's solution](#)

**499.**

1785B

[Letter Exchange · Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[dendi239's solution](#)

**500.**

1601B

[Frog Traveler · Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[dendi239's solution](#)

**501.**

1593D2

[Half of Same · Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dendi239's solution](#)

**502.**

1569D

[Inconvenient Pairs · Tutorial](#)

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

[dendi239's solution](#)

**503.**

1463D

[Pairs · Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[dendi239's solution](#)

**504.**

1272E

[Nearest Opposite Parity · Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[dendi239's solution](#)

**505.**

1430E

[String Reversal · Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[dendi239's solution](#)

**506.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[dendi239's solution](#)

**507.**

1361B

[Johnny and Grandmaster · Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[dendi239's solution](#)

**508.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[dendi239's solution](#)

**509.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[dendi239's solution](#)

**510.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[dendi239's solution](#)

**511.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[dendi239's solution](#)

**512.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**513.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[dendi239's solution](#)

**514.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[dendi239's solution](#)

**515.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dendi239's solution](#)

**516.**

965D

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

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[dendi239's solution](#)

**517.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dendi239's solution](#)

**518.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[dendi239's solution](#)

**519.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graphs, implementation  
[dendi239's solution](#)

**520.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings, trees  
[dendi239's solution](#)

**521.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[dendi239's solution](#)

**522.**

894C

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

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

**523.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[dendi239's solution](#)

**524.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[dendi239's solution](#)

**525.**

792D

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

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees  
[dendi239's solution](#)

**526.**

745D

[Hongcow's Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive  
[dendi239's solution](#)

**527.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[dendi239's solution](#)

**528.**

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: binary search, math  
[dendi239's solution](#)

**529.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[dendi239's solution](#)

**530.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[dendi239's solution](#)

**531.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[dendi239's solution](#)

**532.**

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[dendi239's solution](#)

**533.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dendi239's solution](#)

**534.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[dendi239's solution](#)

**535.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**536.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**537.**

1427D

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

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

[dendi239's solution](#)

**538.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[dendi239's solution](#)

**539.**

877E

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

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[dendi239's solution](#)

**540.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · last AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
[dendi239's solution](#)

**541.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[dendi239's solution](#)

**542.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[dendi239's solution](#)

**543.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers  
[dendi239's solution](#)

**544.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games  
[dendi239's solution](#)

**545.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[dendi239's solution](#)

**546.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-02-02 · last AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[dendi239's solution](#)

**547.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[dendi239's solution](#)

**548.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[dendi239's solution](#)

**549.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp  
[dendi239's solution](#)

**550.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[dendi239's solution](#)

**551.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[dendi239's solution](#)

**552.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dendi239's solution](#)

**553.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[dendi239's solution](#)

**554.**

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —  
[dendi239's solution](#)

**555.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive  
[dendi239's solution](#)

**556.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers  
[dendi239's solution](#)

**557.**

600D

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

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[dendi239's solution](#)

**558.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[dendi239's solution](#)

**559.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings

[dendi239's solution](#)

**560.**

664C

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

Rating: 2000 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: greedy

[dendi239's solution](#)

**561.**

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[dendi239's solution](#)

**562.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[dendi239's solution](#)

**563.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[dendi239's solution](#)

**564.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[dendi239's solution](#)

**565.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[dendi239's solution](#)

**566.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dendi239's solution](#)

**567.**

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dendi239's solution](#)

**568.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[dendi239's solution](#)

**569.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[dendi239's solution](#)

**570.**

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dendi239's solution](#)

**571.**

1553E

[Permutation Shift · Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[dendi239's solution](#)

**572.**

1530E

[Minimax · Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dendi239's solution](#)

**573.**

1450C1

[Errich-Tac-Toe \(Easy Version\) · Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dendi239's solution](#)

**574.**

1486D

[Max Median · Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dendi239's solution](#)

**575.**

1372D

[Omkar and Circle · Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[dendi239's solution](#)

**576.**

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[dendi239's solution](#)

**577.**

990E

[Post Lamps · Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[dendi239's solution](#)

**578.**

1152D

[Neko and Aki's Prank · Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[dendi239's solution](#)

**579.**

762C

[Two strings · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2018-07-08 · Rust (first AC) · Tags: binary search, hashing, strings, two pointers

[dendi239's solution](#)

**580.**

993C

[Careful Maneuvering · Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · last AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[dendi239's solution](#)

**581.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2018-05-28 · PyPy 2 (first AC) · Tags: binary search, implementation, math

[dendi239's solution](#)

**582.**

702E

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

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[dendi239's solution](#)

**583.**

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2018-05-22 · last AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[dendi239's solution](#)

**584.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[dendi239's solution](#)

**585.**

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[dendi239's solution](#)

**586.**

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[dendi239's solution](#)

**587.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[dendi239's solution](#)

**588.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[dendi239's solution](#)

**589.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[dendi239's solution](#)

**590.**

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[dendi239's solution](#)

**591.**

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dendi239's solution](#)

**592.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[dendi239's solution](#)

**593.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[dendi239's solution](#)

**594.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[dendi239's solution](#)

**595.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dendi239's solution](#)

**596.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[dendi239's solution](#)

**597.**

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[dendi239's solution](#)

**598.**

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[dendi239's solution](#)

**599.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[dendi239's solution](#)

**600.**

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy

[dendi239's solution](#)

**601.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dendi239's solution](#)

**602.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[dendi239's solution](#)

**603.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[dendi239's solution](#)

**604.**

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-10-02 · Secret 2021 (first AC) · Tags: \*special

[dendi239's solution](#)

**605.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[dendi239's solution](#)

**606.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[dendi239's solution](#)

**607.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[dendi239's solution](#)

**608.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[dendi239's solution](#)

**609.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**610.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[dendi239's solution](#)

**611.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-11 · last AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[dendi239's solution](#)

**612.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dendi239's solution](#)

**613.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dendi239's solution](#)

**614.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[dendi239's solution](#)

**615.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[dendi239's solution](#)

**616.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[dendi239's solution](#)

**617.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[dendi239's solution](#)

**618.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[dendi239's solution](#)

**619.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[dendi239's solution](#)

**620.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[dendi239's solution](#)

**621.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2018-05-13 · Python 3 (first AC) · Tags: data structures, math

[dendi239's solution](#)

**622.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[dendi239's solution](#)

**623.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[dendi239's solution](#)

**624.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-02-21 · Kotlin 1.4 (first AC) · Tags: dfs and similar, graphs

[dendi239's solution](#)

**625.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[dendi239's solution](#)

**626.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2017-05-08 · last AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[dendi239's solution](#)

**627.**

807E

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[dendi239's solution](#)

**628.**

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[dendi239's solution](#)

**629.**

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[dendi239's solution](#)

**630.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[dendi239's solution](#)

**631.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[dendi239's solution](#)

**632.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory  
[dendi239's solution](#)

**633.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings  
[dendi239's solution](#)

**634.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[dendi239's solution](#)

**635.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees  
[dendi239's solution](#)

**636.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[dendi239's solution](#)

**637.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry  
[dendi239's solution](#)

**638.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[dendi239's solution](#)

**639.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths  
[dendi239's solution](#)

**640.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures  
[dendi239's solution](#)

**641.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[dendi239's solution](#)

**642.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[dendi239's solution](#)

**643.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings  
[dendi239's solution](#)

**644.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math  
[dendi239's solution](#)

**645.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[dendi239's solution](#)

**646.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[dendi239's solution](#)

**647.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy  
[dendi239's solution](#)

**648.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[dendi239's solution](#)

**649.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[dendi239's solution](#)

**650.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math  
[dendi239's solution](#)

**651.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dendi239's solution](#)

**652.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2017-05-05 · last AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[dendi239's solution](#)

**653.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[dendi239's solution](#)

**654.**

801E

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dendi239's solution](#)

**655.**

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dendi239's solution](#)

**656.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[dendi239's solution](#)

**657.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[dendi239's solution](#)

**658.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[dendi239's solution](#)

**659.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[dendi239's solution](#)

**660.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[dendi239's solution](#)

**661.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[dendi239's solution](#)

**662.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[dendi239's solution](#)

**663.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[dendi239's solution](#)

**664.**

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[dendi239's solution](#)

**665.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[dendi239's solution](#)

**666.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[dendi239's solution](#)

**667.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[dendi239's solution](#)

**668.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[dendi239's solution](#)

**669.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dendi239's solution](#)

**670.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[dendi239's solution](#)

**671.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[dendi239's solution](#)

**672.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[dendi239's solution](#)

**673.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[dendi239's solution](#)

**674.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[dendi239's solution](#)

**675.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[dendi239's solution](#)

**676.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[dendi239's solution](#)

**677.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[dendi239's solution](#)

**678.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[dendi239's solution](#)

**679.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[dendi239's solution](#)

**680.**

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[dendi239's solution](#)

**681.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[dendi239's solution](#)

**682.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[dendi239's solution](#)

**683.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[dendi239's solution](#)

**684.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dendi239's solution](#)

**685.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[dendi239's solution](#)

**686.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · last AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[dendi239's solution](#)

**687.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dendi239's solution](#)

**688.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[dendi239's solution](#)

**689.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[dendi239's solution](#)

**690.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: math

[dendi239's solution](#)

**691.**

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[dendi239's solution](#)

**692.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[dendi239's solution](#)

**693.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[dendi239's solution](#)

**694.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[dendi239's solution](#)

**695.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[dendi239's solution](#)

**696.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[dendi239's solution](#)

**697.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[dendi239's solution](#)

**698.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[dendi239's solution](#)

**699.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dendi239's solution](#)

**700.**

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[dendi239's solution](#)

**701.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[dendi239's solution](#)

**702.**

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[dendi239's solution](#)

**703.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[dendi239's solution](#)

**704.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[dendi239's solution](#)

**705.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[dendi239's solution](#)

**706.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[dendi239's solution](#)

**707.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[dendi239's solution](#)

**708.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dendi239's solution](#)

**709.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dendi239's solution](#)

**710.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · last AC: 2018-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[dendi239's solution](#)

**711.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[dendi239's solution](#)

**712.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[dendi239's solution](#)

**713.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[dendi239's solution](#)

**714.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[dendi239's solution](#)

**715.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[dendi239's solution](#)

**716.**

1340D

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

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[dendi239's solution](#)

**717.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-09 · last AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[dendi239's solution](#)

**718.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[dendi239's solution](#)

**719.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-05 · last AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dendi239's solution](#)

**720.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[dendi239's solution](#)

**721.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dendi239's solution](#)

**722.**

1782F

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

Quality: 2700 · first AC: 2023-01-17 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[dendi239's solution](#)

**723.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[dendi239's solution](#)

**724.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[dendi239's solution](#)

**725.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[dendi239's solution](#)

**726.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[dendi239's solution](#)

**727.**

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2020-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[dendi239's solution](#)

**728.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[dendi239's solution](#)

**729.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[dendi239's solution](#)

**730.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-07-01 · last AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[dendi239's solution](#)

**731.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[dendi239's solution](#)

### 732.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[dendi239's solution](#)

### 733.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[dendi239's solution](#)

### 734.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[dendi239's solution](#)

### 735.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[dendi239's solution](#)

### 736.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[dendi239's solution](#)

### 737.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[dendi239's solution](#)

### 738.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[dendi239's solution](#)

### 739.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[dendi239's solution](#)

### 740.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[dendi239's solution](#)

### 741.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[dendi239's solution](#)

**742.**

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dendi239's solution](#)

**743.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-22 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[dendi239's solution](#)

**744.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[dendi239's solution](#)

**745.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[dendi239's solution](#)

**746.**

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[dendi239's solution](#)

**747.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[dendi239's solution](#)

**748.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[dendi239's solution](#)

**749.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[dendi239's solution](#)

**750.**

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[dendi239's solution](#)

**751.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[dendi239's solution](#)

**752.**

100091C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-22 · last AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**753.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: \*special

[dendi239's solution](#)

**754.**

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · last AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[dendi239's solution](#)

**755.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · last AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[dendi239's solution](#)

**756.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[dendi239's solution](#)

**757.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**758.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**759.**

101630A

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

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**760.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**761.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**762.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**763.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dendi239's solution](#)

**764.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**765.**

102133E

[The secret of betting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**766.**

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dendi239's solution](#)

**767.**

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**768.**

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**769.**

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**770.**

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · PyPy 3-64 (first AC) · Tags: —  
[dendi239's solution](#)

**771.**

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**772.**

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**773.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**774.**

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**775.**

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**776.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**777.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**778.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**779.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**780.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**781.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**782.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**783.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**784.**

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**785.**

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**786.**

102136D

[Badroadville mayoral election](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**787.**

102136C

[Kingdom Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**788.**

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**789.**

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**790.**

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**791.**

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dendi239's solution](#)

**792.**

102136I

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

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**793.**

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**794.**

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**795.**

102263E

[Longest path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**796.**

102263K

[Smart Strategies](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**797.**

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**798.**

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**799.**

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**800.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**801.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**802.**

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**803.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**804.**

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**805.**

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**806.**

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**807.**

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**808.**

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**809.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**810.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**811.**

102896L

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

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**812.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**813.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**814.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**815.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**816.**

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**817.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**818.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**819.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**820.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**821.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**822.**

103119L

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

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**823.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dendi239's solution](#)

**824.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**825.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**826.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**827.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

**828.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

829.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

830.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

831.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

832.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

833.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

834.

100850J

[Aó@CäAD\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

835.

101967F

[A4CÔC @Cä1CäBCä2](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

836.

101967C

[A=UCr?D >C,,3D 0D\\$L Cæ>CÔBCTAD](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

837.

101967I

[AöCD\\$5D,,5D BC\\$8CR ?Cä BCä@D0](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)

838.

101967J

[AöC\\$0Dò ?D >C4CC´:C CÄ0C´LD\\$5C€](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

839.

101967B

[BÖDriD4@D 8Dö](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

840.

101967D

[A50650t=D 5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[dendi239's solution](#)

841.

101967G

[A480r0,,5 CãBD 5Ct:C€](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[dendi239's solution](#)

842.

101967H

[B 50a@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

843.

101967L

[B 70ã,DA:Cã BCTAD\\$>C](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

844.

101967E

[B 70ã60ÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[dendi239's solution](#)

845.

101967A

[A\\$000C, ?C,,ADÄ<Cã](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

846.

100043G

[A450ãC ACã 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

847.

100043I

[AãB0ãD](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

848.

100043F

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

849.

100043E

[AãDãCÄ=C O Cò0D :Cã2Cã0](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

850.

100043B

[A 5004CT@](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**851.**

100043A

[A @C@DCÄ5D\\$8Dt5D :C O Cô@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**852.**

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**853.**

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**854.**

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**855.**

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · PyPy 3 (first AC) · Tags: —

[dendi239's solution](#)

**856.**

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[dendi239's solution](#)

**857.**

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**858.**

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**859.**

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · PyPy 3 (first AC) · Tags: —

[dendi239's solution](#)

**860.**

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[dendi239's solution](#)

**861.**

102893I

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**862.**

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**863.**

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**864.**

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**865.**

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**866.**

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**867.**

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**868.**

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**869.**

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**870.**

100131J

[A^TC=8D, 8C^OB Ct=C =C,,9](#)

Rating: — · first AC: 2020-05-20 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**871.**

102904F

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**872.**

102904G

[A^5C^AD LC, 2CTGCT@C,,=C#8](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**873.**

102904E

[AÄ×Di8D°](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**874.**

102904A

[Coins · Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**875.**

102904H

[AD50A2 CD5D 5C\\$5](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**876.**

102904I

[A5×CDAdt5D" >C65D 0Dd8C•](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**877.**

102904J

[Bt5DeDf 5 C, 1CT;D'5](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**878.**

102904C

[BÖ×CTrD\\$@Cä=CÔKC' 7C <Cä:](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**879.**

100140A

[AÄ00pAC,,<C ;DÄ=D'9 C6>D\\$>C](#)

Rating: — · first AC: 2020-04-28 · last AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**880.**

100119C

[C · Tutorial](#)

Rating: — · first AC: 2017-08-13 · last AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**881.**

100083F

[A5×CÔMCT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2017-05-25 · last AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**882.**

101470E

[Points · Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**883.**

101470H

[Triples · Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**884.**

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**885.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**886.**

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**887.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**888.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**889.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · Python 3 (first AC) · Tags: —  
[dendi239's solution](#)

**890.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**891.**

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**892.**

100131D

[Bj8Cn;c,,GCTAC=8CR AD4DDD8C=AD°](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**893.**

100131L

[A00c;iaCT=DÄHCT5 C#@C BCÔ>CP](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**894.**

100140D

[A\\$5DchQ,,=CÔ>-CÔ5C65D 5D 5C=0DäiC,,5D O C6CD\\$8](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dendi239's solution](#)



**906.**

100140G

[Bt5DeG5 C, 1CT;Cä5](#)

Rating: — · first AC: 2020-04-20 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**907.**

100139F

[B\\$00#AC€](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**908.**

102373E

[Checkedred Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**909.**

100123C

[A40CÄ8C´LD\\$>CÔ>C" BD CC >Cô@Cä2Cä4](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**910.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**911.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**912.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**913.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**914.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**915.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**916.**

100229H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**917.**

100070F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-01 · last AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**918.**

102420C

[A](#) · [>0\\$0D,,:C ACâ AC\\$5Dt:C <C€](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**919.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**920.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**921.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**922.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**923.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**924.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**925.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**926.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**927.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**928.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**929.**

100131G

[AÄÖÖKÖ, 8 A#0D ;D >CØ](#)

Rating: — · first AC: 2020-02-06 · last AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**930.**

100083A

[Aö@CT4Cä:](#)

Rating: — · first AC: 2017-05-23 · last AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**931.**

101551H

[A TÖ, iC€](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**932.**

102437B

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

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**933.**

102437E

[AöDTaCd8CR 7C :C 7D°](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**934.**

102437G

[Regulated Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**935.**

102437J

[Delivery Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**936.**

102437F

[A KÖ, BØ KC' ?CT@CT2Cä4](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**937.**

102437I

[Road building](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**938.**

102437D

[AöC 4D 0D\\$K BD8C >CÖ0DtGC€](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**939.**

102437H

[B.MC@i@DT@C=C,,;C,,ICP](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**940.**

101945D

[B 50@@CTBCÔKC' :Cä4](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**941.**

102420G

[Tennis score](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · last AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**942.**

102420I

[Sum of Maximums](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**943.**

102420B

[B 80@i@Ô0Dò 3D CCô?C](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**944.**

102420E

[A 50@B\\$KCR ;CTACä@D41D°](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**945.**

102420F

[Arithmetic and blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**946.**

102420D

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**947.**

102420H

[Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**948.**

102420J

[AÄ0@5DD8D CCÄ<C](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**949.**

102420K

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

950.

102420A

[A@C@Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

951.

102407E

[B BD000=C O C,,3D 0 C00 C4@C DCP](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

952.

102407B

[Crazy dance](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

953.

102407H

[B0B06C€](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

954.

102407F

[A 5D00ä @ D04CäGC0>CR 2D´AD\\$CC0;CT=C,,5](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

955.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

956.

102407I

[A\\$KD00 BDÄAD0 8Cr >C@D46CT=C,,0](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

957.

102407D

[A3D00 ;CT=C,,5 C 0C0:C](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

958.

102407J

[B4000D BC\\$5C0=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

959.

102407A

[B-0CÄ0D HCT4D,,8CR BD 0C0AC0>D BC0KCR =C ;Cä3C€](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

960.

102373C

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

961.

102373J

[Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

962.

102373H

[Escape from the Abandoned House](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

963.

102373D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

964.

102373B

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

965.

102373G

[A0&Cid=C,,FD°](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

966.

102373I

[A12D4rG 2 C0>CD2C ;CP](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

967.

102373F

[A1=C0e1](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

968.

102373A

[A1=C0e1](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

969.

102024I

[B-80016\\$>C`HCT1C0KDR 7C :C`8C00C08C•](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

970.

102024E

[A10048Dt5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

971.

102024F

[A10048Dt5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

972.

102024H

[A=00Cä9 D\\$2C @C, Ò ?Cä ?C @CP](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

973.

102024J

[AÖNDI;C€](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

974.

102024D

[AÖNDI;C, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

975.

102024G

[B47D00d=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

976.

102024A

[AÖLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

977.

102024C

[AD>C@D'E D =Cä2](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

978.

102022E

[A=5CÖDCTBC 2 C'0C 8D 8CÔBCP](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

979.

102022F

[A750Ö8D\\$LC 0](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

980.

102022C

[AÄ×CÔ5D\\$:C€](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

981.

102022A

[B-00LD B 8 C @C,,DCÄ5D\\$8C=0](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

982.

102022H

[AÖD is C'8](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

983.

102022J

[Aö@C7E=D=C,,GCÔKCR 2D`GC,,AC`5CÔ8Dò ?Câ AC EC @CÔ>CÄC CÄ>CDCC`N](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

984.

102022B

[A 8D\\$>C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

985.

102022D

[B4=C,;GD\\$>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

986.

101950C

[BÖIC,;Aä0CÔ4Cä@D°](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

987.

101950B

[A\\$5Cî8C#8C' 1Cä9](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

988.

101950E

[AD@CT2CÔ5C4@CTGCTAC#8C' 8Ct>CÄ>D DC,,7CÄ](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

989.

101950H

[Aö>Oä@C AC#0](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

990.

101950F

[A45CÔä, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

991.

101950D

[A#CÔä6Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

992.

101950J

[A.,3DöiC" AD\\$@Cä:C€](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

993.

101950G

[B\\$Dö,;ä BC\\$5CÔ=D`9 D 8D\\$CC ;](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

994.

101950A

[B BC@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

995.

102025B

[AÖLdäB C" ?CTICT@CP](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

996.

102025E

[BD>D\\$D >C >D" D 8CÒÔ4CRÔ C ;DÄ4C](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

997.

102025C

[AD>C@D`E D =Cä2](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

998.

102025H

[AÖNDI;C€](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

999.

102025A

[B TÖä@ D BCä@Cä=CÔ8Cα>C](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1000.

100094A

[A · Tutorial](#)

Rating: — · first AC: 2017-06-08 · last AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1001.

101945E

[A.,3DÖiC" 4Cd5CÔ3D0](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1002.

101945A

[A\\$KÖBÖ 5C² 2 C4>C´>C\\$C](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1003.

101614F

[B\\$@CT=C,,@Cä2C#8 B\\$>D 0](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1004.

101461E

[Cube Root · Tutorial](#)

Rating: — · first AC: 2019-05-08 · Python 3 (first AC) · Tags: —  
[dendi239's solution](#)

**1005.**

101461D

[City Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1006.**

101461B

[Corporative Network](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1007.**

101461H

[Booklets](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1008.**

101461A

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1009.**

101461I

[Count on Cantor](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1010.**

101171B

[A\\$>C11CT1CÔKC' GCT<Cä4C =](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1011.**

101171H

[A\\$>D AD\\$0CÔ>C\\$;CT=C,,5 Dt8D ;C](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1012.**

101171G

[A\\$7D K C\\$>Cò>D\\$0CÀ](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1013.**

101171F

[A@Cä AD 2Cä @CDK](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1014.**

101171J

[B\\$0C'ä D`5 Cα>CÄ=C BD°](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1015.**

101171D

[A\\$>C11Dd5C\\$KCR 4Cä @Cä3C€](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1016.**

101171I

[B 20T@C=0DäIC,,5 Cò;DäAD°](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1017.**

101171C

[A\\$B0HCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1018.**

101171E

[A@C@äC';CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1019.**

101171K

[AÖ>Q\\$K' GCT<Cä4C =](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1020.**

101171A

[A FDo\\$@Ä0CÔBD4;D°](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1021.**

101154J

[AD2CRtC @D\\$K](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1022.**

101154A

[B 0D?D >CD0Cd0!](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1023.**

101154D

[A@C@AC'5CD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1024.**

101154F

[AÄ0C48Dt5D :C,,5 D DCT@D°](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1025.**

101154E

[A 8C;@,,>D\\$5C=0](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1026.**

101154C

[A40C@äCT=D'5 D BC :C =D°](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1027.**

101154I

[A=0D BCäGCÔKC' BD NC](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1028.**

101154B

[AD>0aBCä@ B BD MCÔ4Cb 8 C\\$KD BC 2Cä0](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1029.**

101154G

[At=C=0;0 — D 8C'0](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1030.**

101154H

[AöCD\\$5D,,5D BC\\$8CR ACä2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1031.**

101135I

[ADB0ä?CT@ C, 0C6?C @C B](#)

Rating: — · first AC: 2019-04-21 · last AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1032.**

101135A

[A5>CD0 >Cç C,,?C65D 0](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1033.**

101135G

[A5>D18CÔ:C EC,,6C,,=D°](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1034.**

101135H

[AäG0T@ CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1035.**

101135F

[B\\$0C7ä C O Cä>CÄ=C BC](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1036.**

101135B

[B,,?0D@D;Dò >C CC\\$8](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1037.**

101135E

[A" ?Cä0 :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1038.**

101135C

[B08DD@Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1039.**

101110C

[AÄ#CäCäGC`5CÔK](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1040.**

101110B

[AÄ0C#A|C, @C AD BCäOCÔ8Dö](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1041.**

101110I

[A\\$500BC,,;DôFC,,O](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1042.**

101110H

[B TD ?C,,AC =C,,5](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1043.**

101110E

[B·B0T?C=CÔ0Dò 1C HCÔO AÄ0C#AC](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1044.**

101110J

[B\\$@CTCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1045.**

101110F

[A@CTDC,,:D K-D CDDDC,,:D K](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1046.**

101110A

[A#CÔ>CÄ0CÔK](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1047.**

101619I

[A 50C#Cö0D =D´9 Cö0D >C`L](#)

Rating: — · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1048.**

101619F

[Aç>CD>Ct@C,,BCT;DÄ=C O D BD >C#0](#)

Rating: — · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1049.

101619B

[A > CÄtDf 2 A\\$>D BCäGCÔ>CÂ -C=ACô@CTAD 5](#)

Rating: — · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1050.

101619A

[B UDAG'5CD>C\\$0CÔ8CR CC 8C"AD\\$2C](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1051.

101619J

[B BC10,,;DÄ=CäAD\\$L D\\$@C =Ct0C=FC,,9](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1052.

101619E

[Aô@Cä=C,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C=2C @C,,9](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1053.

101619G

[B.TCÖA](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1054.

101619H

[A.,.ED\\$5D 5D =C O Ct0C40CD:C](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1055.

101619K

[A\\$U04CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1056.

101619C

[A TNCDBCTB](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1057.

101614H

[A.TACÖKD\\$0CÔ8CP](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1058.

101614C

[AöJ00562 A A AC40D 4C](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

1059.

101614G

[A.TCÖAC,,2Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1060.**

101614J

[A40DkCä=C,,GCTAC=8C' @Dô4](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1061.**

101614B

[A>C08C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1062.**

101614D

[A,,3D0i0 GC,,AC`0CÄ8](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1063.**

100097A

[A · Tutorial](#)

Rating: — · first AC: 2017-06-08 · last AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1064.**

101551B

[AliKingspress · Tutorial](#)

Rating: — · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1065.**

101587H

[AÄD8C, ?Cä:D4?C 5D" ?D >CDCC=BD°](#)

Rating: — · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1066.**

101587D

[AÄ0D\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2018-06-08 · last AC: 2018-06-09 · PyPy 3 (first AC) · Tags: —

[dendi239's solution](#)**1067.**

101587J

[Save the Earth · Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1068.**

101587G

[AÄD8C, 8 Cö>CD?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BC€](#)

Rating: — · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1069.**

101587F

[A 5C0C00D =Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2018-06-09 · Python 3 (first AC) · Tags: —

[dendi239's solution](#)**1070.**

101587B

[A400iD ?C 7Cä@Cö](#)

Rating: — · first AC: 2018-06-09 · last AC: 2018-06-09 · Python 3 (first AC) · Tags: —

[dendi239's solution](#)

**1071.**

101587I

[AôD rBC ;DÄ=C O CöCD,,:C](#)

Rating: — · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1072.**

101587E

[AôD,jaC`QC](#)

Rating: — · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1073.**

101587C

[AÄD rBC, 8 Cö0D >C`L](#)

Rating: — · first AC: 2018-06-08 · PyPy 3 (first AC) · Tags: —  
[dendi239's solution](#)

**1074.**

101587A

[AôCö,C€](#)

Rating: — · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1075.**

101551A

[AôCöD4=D\\$K](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1076.**

101551C

[Aô@CäBöCäCä; <<B CCD=Cä3Cä 4CÖO>>](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1077.**

101551D

[AôCäE C O CÄ=Cä3Cä7C 4C GCÖ>D BDÄ](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1078.**

101551E

[B·001G,5CÖ8CR =C ?C @D°](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1079.**

101551G

[AôCöTD C,,=C4ACÄ0CÖ>C](#)

Rating: — · first AC: 2018-05-19 · Python 3 (first AC) · Tags: —  
[dendi239's solution](#)

**1080.**

100246C

[C · Tutorial](#)

Rating: — · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1081.**

100246D

[AôCö@CäAD² =C >D\\$@CT7Cα5](#)

Rating: — · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1082.**

100246A

[A · Tutorial](#)

Rating: — · first AC: 2018-03-07 · last AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1083.**

100238D

[D · Tutorial](#)

Rating: — · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1084.**

100238C

[C · Tutorial](#)

Rating: — · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1085.**

100238B

[B · Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1086.**

100238A

[A · Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1087.**

100235F

[F · Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1088.**

100235D

[D · Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1089.**

100235E

[E · Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1090.**

100235C

[C · Tutorial](#)

Rating: — · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1091.**

100235B

[B · Tutorial](#)

Rating: — · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)**1092.**

100235A

[A · Tutorial](#)

Rating: — · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1093.**

100232E

[E · Tutorial](#)

Rating: — · first AC: 2018-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1094.**

100232D

[D · Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1095.**

100232B

[B · Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1096.**

100232C

[C · Tutorial](#)

Rating: — · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1097.**

100232A

[A · Tutorial](#)

Rating: — · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1098.**

100230C

[C · Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1099.**

100230B

[B · Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1100.**

100230A

[A · Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1101.**

100229E

[E · Tutorial](#)

Rating: — · first AC: 2018-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1102.**

100229L

[L · Tutorial](#)

Rating: — · first AC: 2018-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1103.**

100229J

[J · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1104.**

100229K

[K · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1105.**

100229F

[F · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1106.**

100229O

[O · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1107.**

100229M

[M · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1108.**

100229I

[I · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1109.**

100229D

[D · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1110.**

100229C

[C · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1111.**

100229B

[B · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1112.**

100229A

[A · Tutorial](#)

Rating: — · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1113.**

100131A

[A&D&D°](#)

Rating: — · first AC: 2018-03-01 · last AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1114.**

100070A

[A · Tutorial](#)

Rating: — · first AC: 2017-05-31 · last AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1115.**

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1116.**

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1117.**

100850H

[AäBD10D" >C >D,,8C :C E](#)

Rating: — · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1118.**

100850A

[A 3Dcs6Ô>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1119.**

100850D

[A5>CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1120.**

100850E

[A10CÖaCÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1121.**

100850F

[B 700aCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2018-03-08 · Python 3 (first AC) · Tags: —  
[dendi239's solution](#)

**1122.**

100131C

[A\\$K06C#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1123.**

100246B

[B · Tutorial](#)

Rating: — · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1124.**

100131O

[A@CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1125.**

100131N

[B\\$>Dri0, ACäGC`5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1126.**

100131H

[A\\$AD\\$0C\\$:C :C`NDt5C\\$KDR 7CÔ0D:5CÔ8C•](#)

Rating: — · first AC: 2018-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1127.**

100131R

[A20T7CDK](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1128.**

100131P

[A#>D56ÔL C,,7 Cô5D 5D BC =Cä2C#8](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1129.**

100131K

[AÄ5C40-C,,=C\\$5D AC,,8](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1130.**

100131S

[A: A00#C\\$0 D CCÄ<C](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1131.**

100131Q

[AäAD\\$>0\\$=Cä5 CD5D 5C\\$> 2](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1132.**

100131F

[Aô5D5D 5Dt5CÔ8CR 4C\\$CDR >D\\$@CT7C#>C](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1133.**

100131B

[A#CÔMCT=D 0Dd8Dò 3D 0DD0](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1134.**

100131T

[Aä1CÄ5CÐ](#)

Rating: — · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1135.**

100131M

[Aô5D#Cä4 D BD >C#8](#)

Rating: — · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[dendi239's solution](#)

**1136.**

100088A

[A · Tutorial](#)

Rating: — · first AC: 2017-05-31 · last AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1137.**

100382J

[Jolly Dolls](#) · [Tutorial](#)Rating: — · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1138.**

100149H

[B 5065D AC,,2CÔKCR GC,,AC`0](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1139.**

100149C

[B 5DD>D <C 2 A`0Cô;C =CD8C€](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1140.**

100136B

[B UD D10D :C 3D ODD0](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1141.**

100136E

[AÄ0'KD, 8 A#0D ;D >CĐ](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1142.**

100136F

[A00D8CÔ0 2](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1143.**

100136G

[B 0065D C 4C,,=C](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1144.**

100136C

[B 0040T;C, :D4GC#C](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1145.**

100136A

[A00D8CÔ0](#)Rating: — · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1146.**

100382M

[Mortal Points \(junior league\)](#) · [Tutorial](#)Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1147.**

100149A

[B 50a@CTBCÔKCR ?CT@CT3Cä2Cä@D°](#)Rating: — · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)



**1159.**

100145B

[B4@C2CÔ5CÔ8CP](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1160.**

100145D

[A@CâAD\\$>CR 4CT;CT=C,,5](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1161.**

100145A

[Aô>C000A: C, : 8 CÄ0D BC](#)

Rating: — · first AC: 2017-08-14 · Python 2 (first AC) · Tags: —  
[dendi239's solution](#)

**1162.**

100145C

[AtUC000t0 AT2Cα;C,,4C](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1163.**

100119D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1164.**

100119B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1165.**

100119A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1166.**

100384X

[Building a square](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1167.**

100384R

[The incircle](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1168.**

100384F

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

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1169.**

100384L

[Reverse beans gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1170.**

100384T

[The dividing line](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1171.**

100384V

[Stringangulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1172.**

100384B

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

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1173.**

100384N

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1174.**

100384P

[Competition](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1175.**

100384J

[Beans gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1176.**

100384D

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

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1177.**

100384H

[String without repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1178.**

100382I

[Interactive Problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1179.**

100382L

[Digit Permutation \(junior league\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1180.**

100382K

[Block Shuffling \(junior league\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1181.**

100379J

[Move the \(p, q\)-knight to the corner! · Tutorial](#)

Rating: — · first AC: 2017-07-29 · last AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1182.**

100379G

[Wythoff's game with three piles · Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1183.**

100379H

[Matches are not toys for children · Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1184.**

100379L

[Game with a string · Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1185.**

100379E

[Addition in the Fibonacci number system · Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1186.**

100379D

[Generalized Fibonacci sequence · Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1187.**

100379C

[Fibonacci number's ratio \(the hard version\) · Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1188.**

101327B

[B-50t#eD6CT@D² 2 C 2D\\$>C CD 5](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1189.**

101327C

[AÄ5040Ct>D 4D°](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1190.**

101327A

[AÄ5040Ct>D 4D°](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1191.**

100093D

[D · Tutorial](#)

Rating: — · first AC: 2017-06-08 · last AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

1192.

100168T

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1193.

100168S

[Aô>Tô>ô5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1194.

100168R

[Aô@O;ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CαC](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1195.

100168Q

[Aô@O;ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1196.

100168P

[Aô@O;ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1197.

100168O

[AôDDOC`;CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1198.

100168N

[B4@O-06Ô5CÔ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1199.

100168M

[B4@O-06Ô5CÔ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1200.

100168L

[AD;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1201.

100168K

[Aô5Dô5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

1202.

100168J

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7Cα0CÄ8](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1203.**

100168I

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că >D\\$@CT7C=0](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1204.**

100168H

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ;D4GC](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1205.**

100168G

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ?D OCĂ>C'](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1206.**

100168F

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ?D OCĂ>C•](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1207.**

100168E

[A 8D AC: D\\$@C,,AC](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1208.**

100168C

[A 0Că 10 4DĂ <CÔ>C4>D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1209.**

100168D

[A 0Că 10 4DĂ BD 5D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1210.**

100168B

[B 43Că CĂ5Cd4D2 2CT:D\\$>D 0CĂ8](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1211.**

100168A

[A 0Că 0D =D`9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1212.**

100124D

[A 0D 1a C\\$=C,,:C€](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1213.**

100124H

[A 0> 0 0 0 1 BC,,5 CD>CĂ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1214.**

100124G

[A@C@D'BC,,5 CD>CÄ8CÔ>D,,:C <C€](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1215.**

100124C

[A@C@C 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1216.**

100124F

[B 5D\\$e!](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1217.**

100124B

[A 5D 5C Ô:C](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1218.**

100124A

[A\\$>D AD\\$0CÔ>C\\$;CT=C,,5 HTML-DD0C”};C](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1219.**

100124E

[A 5C48D 5D :Cä5 CD5D 5C\\$>](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1220.**

100372E

[Sergey's game · Tutorial](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1221.**

100372B

[Sergey and a pattern \(Junior\) · Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1222.**

100372H

[Sergey and sequence · Tutorial](#)

Rating: — · first AC: 2017-07-16 · last AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1223.**

100372I

[Sergey and exam · Tutorial](#)

Rating: — · first AC: 2017-07-16 · last AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)**1224.**

100372F

[Sergey's columns · Tutorial](#)

Rating: — · first AC: 2017-07-16 · last AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1225.**

100372A

[Sergey and reduction \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-16 · last AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1226.**

100372G

[Sergey's division](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1227.**

100374D

[Wild Card: Subway](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1228.**

100374H

[We Admit No Defeat](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1229.**

100374E

[Wild Card: Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1230.**

100374A

[Who Calls the Crystal Maiden? \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1231.**

100374F

[Windrunner at Your Service](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1232.**

100374G

[What is the Answer?](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1233.**

100374B

[World of Dota: Cross \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1234.**

100374C

[Warlock \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1235.**

100376E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1236.**

100376H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1237.**

100376D

[Deputies on the tree \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1238.**

100376B

[Laser \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1239.**

100376F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1240.**

100376I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1241.**

100376C

[Christmas gifts \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1242.**

100376A

[Lucky pairs \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1243.**

100372D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1244.**

100372C

[Sergey and array \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1245.**

101277B

[A5D5D 0D ?D 5CD5C'5CÔ8CR :C <CÔ5C•](#)

Rating: — · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1246.**

101277A

[A100A5C 4C' O A 4C <C](#)

Rating: — · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1247.**

100297G

[Socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-01 · last AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1248.**

100123E

[A5>CD0D >Cç DôBC GC#C](#)

Rating: — · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1249.**

100123G

[B,00T#BCT@D°](#)

Rating: — · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1250.**

100123B

[B.,5D#Bç,CC4>C`LCÔ8Cç 8 D >CÄ1C,,GCTAC#8CR 4Cä<C,,=Cà](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1251.**

100123D

[AççCäGCÔKCR 7C <CäICT=C,,O](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1252.**

101132G

[B\\$0C#C O C#>CÄ=C BC](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1253.**

100123A

[B 8CÄ#C BC,,GCÔKCR CCT>D K](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1254.**

101132A

[A5>CD0D >Cç C,,?Cô5D 0](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1255.**

101132H

[AäGçT@CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1256.**

101132C

[B,,00D#D;Dò >C CC\\$8](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1257.**

101132F

[A" ?Cä0D :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1258.**

101132D

[AD=CTCÔ8Cç D 0C\\$8D\\$8 BD>C 7](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1259.**

101132E

[Bç8DDç@ Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1260.**

101132B

[Açç002CT9CT@](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1261.**

100123F

[A,,3D 00`LCÔ0Dò :CäAD\\$L](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1262.**

100123I

[Açç0010D\\$:C](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1263.**

100123H

[B EÇTçD² @C,,DCÄ>C\\$:C€](#)

Rating: — · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1264.**

101295C

[AäççTçDÄ AD\\$@C =CÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1265.**

101295D

[BÔDçCT@C,,<CT=D" D >DD5D ACä@C](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1266.**

101295B

[A:çç000 8 Ct0Cô@CäAD°](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1267.**

101295A

[Aççççç CÔ5Dt=C,,:](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1268.**

100012A

[Drawing Lesson · Tutorial](#)

Rating: — · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1269.**

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1270.**

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1271.**

100099E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1272.**

100099D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1273.**

100099C

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1274.**

100099A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1275.**

100099B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1276.**

100066D

[Cottage demolition](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1277.**

100066H

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1278.**

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1279.**

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1280.**

100066B

[Sequence-2](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1281.**

100100D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1282.**

100100C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1283.**

100098D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · last AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1284.**

100100B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1285.**

100100A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1286.**

100065D

[Suggester](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1287.**

100065E

[Player](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1288.**

100065A

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1289.**

100065B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1290.**

100098E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1291.**

100098F

[F · Tutorial](#)Rating: — · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1292.**

100098B

[B · Tutorial](#)Rating: — · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1293.**

100098C

[C · Tutorial](#)Rating: — · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1294.**

100098A

[A · Tutorial](#)Rating: — · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1295.**

100097C

[C · Tutorial](#)Rating: — · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1296.**

100097E

[E · Tutorial](#)Rating: — · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1297.**

100094E

[E · Tutorial](#)Rating: — · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1298.**

101276B

[AäTDu&CäBDô<-D 8D\\$8](#)Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1299.**

101276A

[A·MDS&C= C, Cä1C,,=](#)Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1300.**

100093E

[E · Tutorial](#)Rating: — · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)**1301.**

100097F

[F · Tutorial](#)Rating: — · first AC: 2017-06-08 · last AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1302.**

100093F

[F · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1303.**

100097D

[D · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1304.**

100097B

[B · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1305.**

100043J

[B · Tutorial](#)

Rating: — · first AC: 2017-05-28 · last AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1306.**

100043D

[A · Tutorial](#)

Rating: — · first AC: 2017-05-28 · last AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1307.**

100043H

[B · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1308.**

100094D

[D · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1309.**

100094C

[C · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1310.**

100094B

[B · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1311.**

100093C

[C · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1312.**

100093B

[B · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1313.**

100093A

[A · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1314.**

100070J

[J · Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1315.**

100070E

[E · Tutorial](#)

Rating: — · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1316.**

100070H

[H · Tutorial](#)

Rating: — · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1317.**

100070L

[L · Tutorial](#)

Rating: — · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1318.**

100070K

[K · Tutorial](#)

Rating: — · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1319.**

100070I

[I · Tutorial](#)

Rating: — · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1320.**

100070D

[D · Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1321.**

100070C

[C · Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1322.**

100070B

[B · Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1323.**

100088B

[B · Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1324.**

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1325.**

100043C

[B U0Cj0,GCÔKCR GC,,AC`0](#)

Rating: — · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1326.**

100083D

[B\\$Dri0, ACäGC`5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1327.**

100083B

[A0Cj0,ACç FC,,C`0](#)

Rating: — · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1328.**

100083C

[AÄ#di8D°](#)

Rating: — · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1329.**

100091D

[D · Tutorial](#)

Rating: — · first AC: 2017-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1330.**

100091B

[B · Tutorial](#)

Rating: — · first AC: 2017-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1331.**

100091A

[A · Tutorial](#)

Rating: — · first AC: 2017-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1332.**

100033G

[Aò@Cä1CT6C=8 Cò> AÄ0CÔEDÔBD\\$5CÔC](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1333.**

100033E

[A 4D>6Ô=D`5 C=;>C` ;C 9CD5D K](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1334.**

100033H

[B ;CT4D4ND`5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1335.**

100033I

[B 00Ä»CD2Cä9D BC\\$5CÔ=D´9 CD>C»CCÄ5CÔB](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1336.**

100033F

[A»D»C,,GCTAC»8CR 7C EC\\$0D\\$GC,,:C€](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1337.**

100033K

[A»@»AC,,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1338.**

100003I

[A @DT8CÄ5CD>C\\$0 D ?C,,@C ;DÀ](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1339.**

100003E

[AD@»C»CäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1340.**

100003A

[AÄ5DtB»C C Cö@CäECä4C Ä Cö>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1341.**

100003C

[Aö»D»BC, 1CTACô@CTDC,,:D =D´5 C»>CDK](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1342.**

100003D

[AäTDT»CB 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1343.**

100003B

[AÄ»DiB](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1344.**

100003F

[A,,E»D\\$D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1345.**

101244D

[Aö;Cä»C4C, 8 DD>CÔ0D 8](#)

Rating: — · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dendi239's solution](#)

**1346.**

101244C

[A\\$70&CÄ ACT9DD0](#)

Rating: — · first AC: 2017-04-09 · last AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1347.**

101244B

[A100406D:C 4D 5C\\$=C,,E A AD 0D 8CÔ>C](#)

Rating: — · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1348.**

101244A

[A6504@D46CT=C,,5 C" CÔ8CÄCD](#)

Rating: — · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1349.**

100528G

[B=DeiaD :Cä1Cæ0DP](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1350.**

100528B

[A,,3D0C! •](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1351.**

100528H

[B 7D4ACc ?Cä;CäA](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1352.**

100528C

[A7007>C @C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1353.**

100528F

[BD\\*0\\$>D 0CÄ:C](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1354.**

100528I

[A,706!](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1355.**

100528A

[ASKD00\\$=C,,2C =C,,5 C\\$5D"5D BC\\$5CÔ=D `E Dt8D 5C°](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1356.**

101252F

[The Monochrome Picture · Tutorial](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1357.**

101252A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[dendi239's solution](#)

**1358.**

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[dendi239's solution](#)

**1359.**

100909B

[A050r1s](#)  
[A050r1s](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[dendi239's solution](#)

**1360.**

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[dendi239's solution](#)

**1361.**

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · Python 2 (first AC) · Tags: —

[dendi239's solution](#)

**1362.**

100909A

[B->D5C\\$=Cä2C =C,,5 Cö> D 0D ?C,,;D0](#)

Rating: — · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: —

[dendi239's solution](#)

**1363.**

100668A

[A=0CÄ50ÖL, CÖ>Cd=C,,FD²À C CCA0C40](#)

Rating: — · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: —

[dendi239's solution](#)

**1364.**

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-24 · last AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[dendi239's solution](#)

**1365.**

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-24 · last AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[dendi239's solution](#)