

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

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# Unique solved — dwjshift

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

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

Filters: none

Count: 181

1.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[dwjshift's solution](#)

2.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[dwjshift's solution](#)

3.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[dwjshift's solution](#)

4.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: implementation, math

[dwjshift's solution](#)

5.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation

[dwjshift's solution](#)

6.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math

[dwjshift's solution](#)

7.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: implementation

[dwjshift's solution](#)

8.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: math

[dwjshift's solution](#)

9.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: implementation

[dwjshift's solution](#)

10.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[dwjshift's solution](#)

**11.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dwjshift's solution](#)

**12.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++ (first AC) · Tags: games, math

[dwjshift's solution](#)

**13.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[dwjshift's solution](#)

**14.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: math

[dwjshift's solution](#)

**15.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation

[dwjshift's solution](#)

**16.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[dwjshift's solution](#)

**17.**

776B

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

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[dwjshift's solution](#)

**18.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: math

[dwjshift's solution](#)

**19.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, strings

[dwjshift's solution](#)

**20.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, strings

[dwjshift's solution](#)

**21.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: greedy, implementation

[dwjshift's solution](#)

**22.**

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[dwjshift's solution](#)

**23.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: geometry, implementation

[dwjshift's solution](#)

**24.**

722A

[Broken Clock](#) · [Tutorial](#)

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

[dwjshift's solution](#)

**25.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[dwjshift's solution](#)

**26.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory

[dwjshift's solution](#)

**27.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: dfs and similar, trees

[dwjshift's solution](#)

**28.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: greedy, math, number theory

[dwjshift's solution](#)

**29.**

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[dwjshift's solution](#)

**30.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[dwjshift's solution](#)

**31.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: brute force, implementation, math, sortings

[dwjshift's solution](#)

**32.**

875B

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

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

[dwjshift's solution](#)

**33.**

860A

[Did you mean... · Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: greedy, implementation

[dwjshift's solution](#)

**34.**

744A

[Hongcow Builds A Nation · Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[dwjshift's solution](#)

**35.**

611C

[New Year and Domino · Tutorial](#)

Quality: 9,013 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[dwjshift's solution](#)

**36.**

584B

[Kolya and Tanya · Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: combinatorics

[dwjshift's solution](#)

**37.**

566F

[Cliques in the Divisibility Graph · Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[dwjshift's solution](#)

**38.**

494A

[Treasure · Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[dwjshift's solution](#)

**39.**

1060C

[Maximum Subrectangle · Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[dwjshift's solution](#)

**40.**

949A

[Zebras · Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: greedy

[dwjshift's solution](#)

**41.**

860B

[Polycarp's phone book · Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[dwjshift's solution](#)

**42.**

759B

[Travel Card · Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: binary search, dp, greedy, two pointers

[dwjshift's solution](#)

**43.**

788A

[Functions again · Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: dp, two pointers

[dwjshift's solution](#)

**44.**

781A

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[dwjshift's solution](#)

**45.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math

[dwjshift's solution](#)

**46.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: data structures, dsu

[dwjshift's solution](#)

**47.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[dwjshift's solution](#)

**48.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[dwjshift's solution](#)

**49.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: dp, greedy, math

[dwjshift's solution](#)

**50.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math

[dwjshift's solution](#)

**51.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · last AC: 2015-08-29 · GNU C++ (first AC) · Tags: brute force, geometry, math

[dwjshift's solution](#)

**52.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: games, math, number theory

[dwjshift's solution](#)

**53.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[dwjshift's solution](#)

**54.**

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, math

[dwjshift's solution](#)

**55.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-10 · GNU C++ (first AC) · Tags: binary search, math

[dwjshift's solution](#)

**56.**

759A

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

Rating: 1700 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[dwjshift's solution](#)

**57.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: binary search, greedy, strings

[dwjshift's solution](#)

**58.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, math

[dwjshift's solution](#)

**59.**

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: dp, implementation, math

[dwjshift's solution](#)

**60.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[dwjshift's solution](#)

**61.**

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[dwjshift's solution](#)

**62.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[dwjshift's solution](#)

**63.**

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[dwjshift's solution](#)

**64.**

1053A

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[dwjshift's solution](#)

**65.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[dwjshift's solution](#)

**66.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · last AC: 2017-02-23 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, math

[dwjshift's solution](#)

**67.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[dwjshift's solution](#)

**68.**

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: math

[dwjshift's solution](#)

**69.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: brute force, math, number theory

[dwjshift's solution](#)

**70.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[dwjshift's solution](#)

**71.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[dwjshift's solution](#)

**72.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp

[dwjshift's solution](#)

**73.**

949C

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

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[dwjshift's solution](#)

**74.**

781B

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

Rating: 1900 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[dwjshift's solution](#)

**75.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[dwjshift's solution](#)

**76.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, interactive  
[dwjshift's solution](#)

**77.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees  
[dwjshift's solution](#)

**78.**

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp  
[dwjshift's solution](#)

**79.**

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, dsu  
[dwjshift's solution](#)

**80.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths  
[dwjshift's solution](#)

**81.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[dwjshift's solution](#)

**82.**

1053B

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

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp  
[dwjshift's solution](#)

**83.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, games  
[dwjshift's solution](#)

**84.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[dwjshift's solution](#)

**85.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, hashing, strings  
[dwjshift's solution](#)

**86.**

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation  
[dwjshift's solution](#)

**87.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[dwjshift's solution](#)

**88.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2014-10-21 · last AC: 2014-11-02 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[dwjshift's solution](#)

**89.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math

[dwjshift's solution](#)

**90.**

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[dwjshift's solution](#)

**91.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: data structures, math

[dwjshift's solution](#)

**92.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[dwjshift's solution](#)

**93.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[dwjshift's solution](#)

**94.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: math, number theory

[dwjshift's solution](#)

**95.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2014-10-18 · last AC: 2014-10-18 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[dwjshift's solution](#)

**96.**

875D

[High Cry](#) · [Tutorial](#)

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

[dwjshift's solution](#)

**97.**

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy

[dwjshift's solution](#)

**98.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: binary search, data structures

[dwjshift's solution](#)

**99.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[dwjshift's solution](#)

**100.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[dwjshift's solution](#)

**101.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: bitmasks, dp

[dwjshift's solution](#)

**102.**

403C

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

Rating: 2200 · first AC: 2016-10-17 · last AC: 2016-11-16 · GNU C++ (first AC) · Tags: graphs, math

[dwjshift's solution](#)

**103.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[dwjshift's solution](#)

**104.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: graphs, greedy

[dwjshift's solution](#)

**105.**

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: games, math

[dwjshift's solution](#)

**106.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[dwjshift's solution](#)

**107.**

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[dwjshift's solution](#)

**108.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory  
[dwjshift's solution](#)

**109.**

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: data structures  
[dwjshift's solution](#)

**110.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, sortings  
[dwjshift's solution](#)

**111.**

871C

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

Rating: 2300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[dwjshift's solution](#)

**112.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths  
[dwjshift's solution](#)

**113.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths  
[dwjshift's solution](#)

**114.**

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2017-03-01 · GNU C++ (first AC) · Tags: brute force, implementation  
[dwjshift's solution](#)

**115.**

652E

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

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[dwjshift's solution](#)

**116.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: data structures, math, matrices  
[dwjshift's solution](#)

**117.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees  
[dwjshift's solution](#)

**118.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2017-10-07 · GNU C++ (first AC) · Tags: dp  
[dwjshift's solution](#)

**119.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: dp

[dwjshift's solution](#)

**120.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[dwjshift's solution](#)

**121.**

781D

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

Rating: 2400 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[dwjshift's solution](#)

**122.**

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[dwjshift's solution](#)

**123.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: geometry

[dwjshift's solution](#)

**124.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[dwjshift's solution](#)

**125.**

875F

[Royal Questions](#) · [Tutorial](#)

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

[dwjshift's solution](#)

**126.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[dwjshift's solution](#)

**127.**

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2017-03-09 · GNU C++ (first AC) · Tags: dp, two pointers

[dwjshift's solution](#)

**128.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[dwjshift's solution](#)

**129.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-12-18 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[dwjshift's solution](#)

**130.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2017-03-10 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings  
[dwjshift's solution](#)

**131.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2017-03-08 · GNU C++ (first AC) · Tags: dp  
[dwjshift's solution](#)

**132.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2017-03-07 · GNU C++ (first AC) · Tags: dp, math, probabilities  
[dwjshift's solution](#)

**133.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2017-03-01 · GNU C++ (first AC) · Tags: graphs, shortest paths  
[dwjshift's solution](#)

**134.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: data structures  
[dwjshift's solution](#)

**135.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2017-02-22 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths  
[dwjshift's solution](#)

**136.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2017-02-20 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, number theory  
[dwjshift's solution](#)

**137.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2017-01-02 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, matrices  
[dwjshift's solution](#)

**138.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees  
[dwjshift's solution](#)

**139.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: math  
[dwjshift's solution](#)

**140.**

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: number theory, sortings

[dwjshift's solution](#)

**141.**

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: dp

[dwjshift's solution](#)

**142.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: bitmasks, math

[dwjshift's solution](#)

**143.**

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: data structures, dp, geometry, two pointers

[dwjshift's solution](#)

**144.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2017-03-01 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, math

[dwjshift's solution](#)

**145.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2017-02-20 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings

[dwjshift's solution](#)

**146.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[dwjshift's solution](#)

**147.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: binary search, dsu, trees

[dwjshift's solution](#)

**148.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2017-12-19 · GNU C++ (first AC) · Tags: math, matrices

[dwjshift's solution](#)

**149.**

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2017-03-09 · GNU C++ (first AC) · Tags: brute force, dp, two pointers

[dwjshift's solution](#)

**150.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[dwjshift's solution](#)

**151.**

750F

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

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-01-03 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[dwjshift's solution](#)

**152.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2016-03-17 · GNU C++ (first AC) · Tags: bitmasks, dp, shortest paths

[dwjshift's solution](#)

**153.**

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2016-01-13 · last AC: 2016-01-13 · GNU C++ (first AC) · Tags: brute force, geometry, math

[dwjshift's solution](#)

**154.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: graphs

[dwjshift's solution](#)

**155.**

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2017-02-21 · GNU C++ (first AC) · Tags: data structures, implementation

[dwjshift's solution](#)

**156.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2015-08-27 · last AC: 2015-08-27 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[dwjshift's solution](#)

**157.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2017-10-19 · last AC: 2017-10-23 · GNU C++ (first AC) · Tags: combinatorics, dp, matrices, strings

[dwjshift's solution](#)

**158.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-15 · last AC: 2017-02-15 · GNU C++ (first AC) · Tags: data structures

[dwjshift's solution](#)

**159.**

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2016-09-13 · last AC: 2017-02-02 · GNU C++ (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[dwjshift's solution](#)

**160.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: flows, greedy

[dwjshift's solution](#)

**161.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2018-01-04 · last AC: 2018-01-04 · GNU C++ (first AC) · Tags: matrices, trees

[dwjshift's solution](#)

**162.**

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2017-04-06 · GNU C++ (first AC) · Tags: dp, math

[dwjshiff's solution](#)

**163.**

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: bitmasks, graphs

[dwjshiff's solution](#)

**164.**

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2017-05-31 · GNU C++ (first AC) · Tags: graph matchings

[dwjshiff's solution](#)

**165.**

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[dwjshiff's solution](#)

**166.**

101673A

[Abstract Art](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[dwjshiff's solution](#)

**167.**

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[dwjshiff's solution](#)

**168.**

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: —

[dwjshiff's solution](#)

**169.**

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: —

[dwjshiff's solution](#)

**170.**

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: —

[dwjshiff's solution](#)

**171.**

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: —

[dwjshiff's solution](#)

**172.**

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: —

[dwjshiff's solution](#)

**173.**

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: —

[dwjshift's solution](#)

**174.**

101237E

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

Rating: — · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**175.**

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**176.**

100960I

[Equipment Assembling](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**177.**

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-15 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**178.**

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**179.**

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-17 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**180.**

100257J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-17 · last AC: 2016-11-17 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)

**181.**

391F3

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: —

[dwjshift's solution](#)