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Unique solved — enot110

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

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

Filters: none

Count: 1,204

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[enot110's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
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4.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[enot110's solution](#)

5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[enot110's solution](#)

6.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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7.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
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8.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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9.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,234 global accepts · Rating: 800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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10.

1782A

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

Quality: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[enot110's solution](#)

11.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[enot110's solution](#)

12.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[enot110's solution](#)

13.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,142 global accepts · Rating: 800 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[enot110's solution](#)

14.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[enot110's solution](#)

15.

769A

[Year of University Entrance](#) · [Tutorial](#)

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16.

755A

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[enot110's solution](#)

17.

750A

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

Quality: 92,559 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

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18.

749A

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Quality: 57,087 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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19.

711A

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Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

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20.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2016-08-02 · OCaml (first AC) · Tags: dp, greedy, implementation
[enot110's solution](#)

21.

620A

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

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[enot110's solution](#)

22.

630A

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

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23.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

24.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

25.

609A

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26.

443A

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

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27.

266B

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

Quality: 166,097 global accepts · Rating: 800 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
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28.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,405 global accepts · Rating: 800 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[enot110's solution](#)

29.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math
[enot110's solution](#)

30.

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory
[enot110's solution](#)

31.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: implementation
[enot110's solution](#)

32.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, sortings
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33.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force
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34.

22A

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35.

47A

[Triangular numbers](#) · [Tutorial](#)

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36.

157A

[Game Outcome](#) · [Tutorial](#)

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[enot110's solution](#)

37.

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,668 global accepts · Rating: 800 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force
[enot110's solution](#)

38.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,498 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation
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39.

46A

[Ball Game](#) · [Tutorial](#)

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40.

41A

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41.

2178B

[Impost or Sus](#) · [Tutorial](#)

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42.

2157B

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43.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
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44.

1343A

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Quality: 53,394 global accepts · Rating: 900 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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45.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[enot110's solution](#)

46.

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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47.

768A

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48.

765A

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49.

706A

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Quality: 15,342 global accepts · Rating: 900 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
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50.

653A

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[enot110's solution](#)

51.

621A

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Quality: 22,678 global accepts · Rating: 900 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

52.

631A

[Interview](#) · [Tutorial](#)

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[enot110's solution](#)

53.

622B

[The Time](#) · [Tutorial](#)

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54.

611A

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

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[enot110's solution](#)

55.

598A

[Tricky Sum](#) · [Tutorial](#)

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[enot110's solution](#)

56.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,976 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation
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57.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings
[enot110's solution](#)

58.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, geometry
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59.

115A

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Quality: 43,357 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
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60.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[enot110's solution](#)

61.

1782B

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Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[enot110's solution](#)

62.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[enot110's solution](#)

63.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[enot110's solution](#)

64.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[enot110's solution](#)

65.

761A

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[enot110's solution](#)

66.

757A

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67.

724A

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68.

1A

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69.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

70.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[enot110's solution](#)

71.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[enot110's solution](#)

72.

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
[enot110's solution](#)

73.

500A

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

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[enot110's solution](#)

74.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math
[enot110's solution](#)

75.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

76.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation
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77.

622A

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

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78.

584A

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

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79.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math
[enot110's solution](#)

80.

452A

[Eevee](#) · [Tutorial](#)

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81.

400A

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

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation
[enot110's solution](#)

82.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
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83.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 1000 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force
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84.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,403 global accepts · Rating: 1000 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, math, number theory
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85.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, implementation, math

[enot110's solution](#)

86.

106B

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Quality: 6,867 global accepts · Rating: 1000 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, implementation

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87.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

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88.

122B

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89.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,807 global accepts · Rating: 1000 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, number theory

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90.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

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91.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

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92.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enot110's solution](#)

93.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

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94.

946B

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Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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95.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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96.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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97.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[enot110's solution](#)

98.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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99.

755B

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

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100.

331C1

[The Great Jyula Calendar](#) · [Tutorial](#)

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101.

706B

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

Quality: 84,468 global accepts · Rating: 1100 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

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102.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[enot110's solution](#)

103.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math, number theory

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104.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

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105.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math

[enot110's solution](#)

106.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[enot110's solution](#)

107.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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108.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

109.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[enot110's solution](#)

110.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[enot110's solution](#)

111.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

112.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[enot110's solution](#)

113.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[enot110's solution](#)

114.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, math

[enot110's solution](#)

115.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[enot110's solution](#)

116.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,835 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[enot110's solution](#)

117.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[enot110's solution](#)

118.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

119.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,832 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[enot110's solution](#)

120.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,700 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[enot110's solution](#)

121.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[enot110's solution](#)

122.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[enot110's solution](#)

123.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[enot110's solution](#)

124.

1343C

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

Quality: 44,075 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[enot110's solution](#)

125.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[enot110's solution](#)

126.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · JavaScript (first AC) · Tags: *special, constructive algorithms, greedy

[enot110's solution](#)

127.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[enot110's solution](#)

128.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[enot110's solution](#)

129.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[enot110's solution](#)

130.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[enot110's solution](#)

131.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry
[enot110's solution](#)

132.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[enot110's solution](#)

133.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: greedy, math
[enot110's solution](#)

134.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[enot110's solution](#)

135.

655B

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

Rating: 1200 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: greedy, math
[enot110's solution](#)

136.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[enot110's solution](#)

137.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[enot110's solution](#)

138.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

139.

625B

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

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[enot110's solution](#)

140.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[enot110's solution](#)

141.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[enot110's solution](#)

142.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

143.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: games, math

[enot110's solution](#)

144.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[enot110's solution](#)

145.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: implementation, math

[enot110's solution](#)

146.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[enot110's solution](#)

147.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, implementation

[enot110's solution](#)

148.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2015-03-07 · Python 2 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[enot110's solution](#)

149.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 1200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[enot110's solution](#)

150.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation
[enot110's solution](#)

151.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[enot110's solution](#)

152.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, implementation
[enot110's solution](#)

153.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, implementation, math
[enot110's solution](#)

154.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force
[enot110's solution](#)

155.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, greedy
[enot110's solution](#)

156.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[enot110's solution](#)

157.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy
[enot110's solution](#)

158.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[enot110's solution](#)

159.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[enot110's solution](#)

160.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[enot110's solution](#)

161.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[enot110's solution](#)

162.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[enot110's solution](#)

163.

755C

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

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

[enot110's solution](#)

164.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[enot110's solution](#)

165.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[enot110's solution](#)

166.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[enot110's solution](#)

167.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[enot110's solution](#)

168.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[enot110's solution](#)

169.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[enot110's solution](#)

170.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[enot110's solution](#)

171.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings
[enot110's solution](#)

172.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp
[enot110's solution](#)

173.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · last AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math
[enot110's solution](#)

174.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math
[enot110's solution](#)

175.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[enot110's solution](#)

176.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[enot110's solution](#)

177.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[enot110's solution](#)

178.

598B

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

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: implementation, strings
[enot110's solution](#)

179.

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
[enot110's solution](#)

180.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[enot110's solution](#)

181.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: implementation
[enot110's solution](#)

182.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[enot110's solution](#)

183.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

184.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, strings
[enot110's solution](#)

185.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: games, greedy, implementation
[enot110's solution](#)

186.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2013-01-05 · GNU C++ (first AC) · Tags: constructive algorithms, math
[enot110's solution](#)

187.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[enot110's solution](#)

188.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,110 global accepts · Rating: 1300 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force
[enot110's solution](#)

189.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,881 global accepts · Rating: 1300 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force
[enot110's solution](#)

190.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[enot110's solution](#)

191.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory
[enot110's solution](#)

192.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[enot110's solution](#)

193.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings
[enot110's solution](#)

194.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[enot110's solution](#)

195.

62A

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

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math
[enot110's solution](#)

196.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[enot110's solution](#)

197.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation
[enot110's solution](#)

198.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math
[enot110's solution](#)

199.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,255 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[enot110's solution](#)

200.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[enot110's solution](#)

201.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[enot110's solution](#)

202.

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
[enot110's solution](#)

203.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy,

implementation, math

[enot110's solution](#)

204.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[enot110's solution](#)

205.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[enot110's solution](#)

206.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[enot110's solution](#)

207.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[enot110's solution](#)

208.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[enot110's solution](#)

209.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[enot110's solution](#)

210.

711B

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

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

[enot110's solution](#)

211.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[enot110's solution](#)

212.

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

[enot110's solution](#)

213.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[enot110's solution](#)

214.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[enot110's solution](#)

215.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: implementation, math
[enot110's solution](#)

216.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math
[enot110's solution](#)

217.

612C

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

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math
[enot110's solution](#)

218.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[enot110's solution](#)

219.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[enot110's solution](#)

220.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force
[enot110's solution](#)

221.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy
[enot110's solution](#)

222.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory
[enot110's solution](#)

223.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, implementation
[enot110's solution](#)

224.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings
[enot110's solution](#)

225.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[enot110's solution](#)

226.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-01-14 · last AC: 2014-01-14 · GNU C++ (first AC) · Tags: greedy, sortings
[enot110's solution](#)

227.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,011 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation
[enot110's solution](#)

228.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings
[enot110's solution](#)

229.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation
[enot110's solution](#)

230.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,393 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation
[enot110's solution](#)

231.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,989 global accepts · Rating: 1400 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: brute force, math
[enot110's solution](#)

232.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[enot110's solution](#)

233.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[enot110's solution](#)

234.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[enot110's solution](#)

235.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[enot110's solution](#)

236.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · PHP (first AC) · Tags: *special, implementation, sortings

[enot110's solution](#)

237.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[enot110's solution](#)

238.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[enot110's solution](#)

239.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[enot110's solution](#)

240.

744A

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

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[enot110's solution](#)

241.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[enot110's solution](#)

242.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[enot110's solution](#)

243.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-08-02 · last AC: 2016-08-02 · OCaml (first AC) · Tags: brute force, data structures, implementation, math

[enot110's solution](#)

244.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[enot110's solution](#)

245.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[enot110's solution](#)

246.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy

[enot110's solution](#)

247.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math, number theory
[enot110's solution](#)

248.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

249.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: greedy
[enot110's solution](#)

250.

611C

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

Quality: 9,034 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[enot110's solution](#)

251.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: implementation, math
[enot110's solution](#)

252.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: combinatorics
[enot110's solution](#)

253.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math, number theory
[enot110's solution](#)

254.

562B

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

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —
[enot110's solution](#)

255.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[enot110's solution](#)

256.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation
[enot110's solution](#)

257.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, implementation
[enot110's solution](#)

258.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy

[enot110's solution](#)

259.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[enot110's solution](#)

260.

403A

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

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

[enot110's solution](#)

261.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: hashing, implementation

[enot110's solution](#)

262.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[enot110's solution](#)

263.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[enot110's solution](#)

264.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[enot110's solution](#)

265.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[enot110's solution](#)

266.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[enot110's solution](#)

267.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[enot110's solution](#)

268.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[enot110's solution](#)

269.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs
[enot110's solution](#)

270.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings
[enot110's solution](#)

271.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures
[enot110's solution](#)

272.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings
[enot110's solution](#)

273.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths
[enot110's solution](#)

274.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[enot110's solution](#)

275.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[enot110's solution](#)

276.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[enot110's solution](#)

277.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[enot110's solution](#)

278.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[enot110's solution](#)

279.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[enot110's solution](#)

280.

940D

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

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[enot110's solution](#)

281.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[enot110's solution](#)

282.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: *special, implementation, strings
[enot110's solution](#)

283.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers
[enot110's solution](#)

284.

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[enot110's solution](#)

285.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[enot110's solution](#)

286.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[enot110's solution](#)

287.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[enot110's solution](#)

288.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[enot110's solution](#)

289.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[enot110's solution](#)

290.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[enot110's solution](#)

291.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[enot110's solution](#)

292.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[enot110's solution](#)

293.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[enot110's solution](#)

294.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[enot110's solution](#)

295.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[enot110's solution](#)

296.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[enot110's solution](#)

297.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 1600 · first AC: 2016-08-16 · last AC: 2016-08-16 · GNU C++11 (first AC) · Tags: dp, strings

[enot110's solution](#)

298.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: binary search, two pointers

[enot110's solution](#)

299.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[enot110's solution](#)

300.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[enot110's solution](#)

301.

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

[enot110's solution](#)

302.

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · last AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[enot110's solution](#)

303.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · last AC: 2016-02-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enot110's solution](#)

304.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · last AC: 2016-02-22 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[enot110's solution](#)

305.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math

[enot110's solution](#)

306.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[enot110's solution](#)

307.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: geometry, implementation

[enot110's solution](#)

308.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[enot110's solution](#)

309.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · last AC: 2015-12-27 · GNU C++11 (first AC) · Tags: binary search, dp

[enot110's solution](#)

310.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[enot110's solution](#)

311.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math
[enot110's solution](#)

312.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[enot110's solution](#)

313.

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
[enot110's solution](#)

314.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[enot110's solution](#)

315.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory
[enot110's solution](#)

316.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, geometry, math
[enot110's solution](#)

317.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math
[enot110's solution](#)

318.

524A

[A\\$>Ct=C&C&C>, C\\$K Ct=C 5D\\$5 DôBC,,E C`NCD5C“ô](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

319.

523D

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

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, data structures, implementation
[enot110's solution](#)

320.

512A

[Fox And Names](#) · [Tutorial](#)

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

[enot110's solution](#)

321.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[enot110's solution](#)

322.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[enot110's solution](#)

323.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[enot110's solution](#)

324.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[enot110's solution](#)

325.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[enot110's solution](#)

326.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,054 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[enot110's solution](#)

327.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[enot110's solution](#)

328.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[enot110's solution](#)

329.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,317 global accepts · Rating: 1600 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: implementation, math

[enot110's solution](#)

330.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[enot110's solution](#)

331.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[enot110's solution](#)

332.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[enot110's solution](#)

333.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[enot110's solution](#)

334.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, greedy

[enot110's solution](#)

335.

291C

[Network Mask](#) · [Tutorial](#)

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

[enot110's solution](#)

336.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[enot110's solution](#)

337.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[enot110's solution](#)

338.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[enot110's solution](#)

339.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory

[enot110's solution](#)

340.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy

[enot110's solution](#)

341.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[enot110's solution](#)

342.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[enot110's solution](#)

343.

86A

[Reflection](#) · [Tutorial](#)

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

[enot110's solution](#)

344.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

345.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: two pointers

[enot110's solution](#)

346.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: math

[enot110's solution](#)

347.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enot110's solution](#)

348.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[enot110's solution](#)

349.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[enot110's solution](#)

350.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[enot110's solution](#)

351.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[enot110's solution](#)

352.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[enot110's solution](#)

353.

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
[enot110's solution](#)

354.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math
[enot110's solution](#)

355.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[enot110's solution](#)

356.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[enot110's solution](#)

357.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[enot110's solution](#)

358.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[enot110's solution](#)

359.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[enot110's solution](#)

360.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[enot110's solution](#)

361.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[enot110's solution](#)

362.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
[enot110's solution](#)

363.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[enot110's solution](#)

364.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[enot110's solution](#)

365.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: implementation, math
[enot110's solution](#)

366.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities
[enot110's solution](#)

367.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings
[enot110's solution](#)

368.

632C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: sortings, strings
[enot110's solution](#)

369.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math
[enot110's solution](#)

370.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[enot110's solution](#)

371.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · last AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math
[enot110's solution](#)

372.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math
[enot110's solution](#)

373.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: implementation
[enot110's solution](#)

374.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[enot110's solution](#)

375.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy

[enot110's solution](#)

376.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: geometry, math

[enot110's solution](#)

377.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[enot110's solution](#)

378.

598D

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

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[enot110's solution](#)

379.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2011-11-09 · last AC: 2015-10-28 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[enot110's solution](#)

380.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[enot110's solution](#)

381.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[enot110's solution](#)

382.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[enot110's solution](#)

383.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[enot110's solution](#)

384.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[enot110's solution](#)

385.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[enot110's solution](#)

386.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings
[enot110's solution](#)

387.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

388.

524B

[BD>D\\$> CÔC CÔCÄÖD\\$> 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: dp, greedy
[enot110's solution](#)

389.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry
[enot110's solution](#)

390.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math
[enot110's solution](#)

391.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[enot110's solution](#)

392.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory
[enot110's solution](#)

393.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation
[enot110's solution](#)

394.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms
[enot110's solution](#)

395.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
[enot110's solution](#)

396.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[enot110's solution](#)

397.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[enot110's solution](#)

398.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[enot110's solution](#)

399.

164A

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

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[enot110's solution](#)

400.

65B

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

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2012-03-28 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[enot110's solution](#)

401.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[enot110's solution](#)

402.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[enot110's solution](#)

403.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[enot110's solution](#)

404.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[enot110's solution](#)

405.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[enot110's solution](#)

406.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[enot110's solution](#)

407.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

408.

82B

[Sets](#) · [Tutorial](#)

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

[enot110's solution](#)

409.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

410.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

[enot110's solution](#)

411.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[enot110's solution](#)

412.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[enot110's solution](#)

413.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[enot110's solution](#)

414.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[enot110's solution](#)

415.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[enot110's solution](#)

416.

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[enot110's solution](#)

417.

799C

[Fountains](#) · [Tutorial](#)

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

[enot110's solution](#)

418.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[enot110's solution](#)

419.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[enot110's solution](#)

420.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[enot110's solution](#)

421.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[enot110's solution](#)

422.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[enot110's solution](#)

423.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[enot110's solution](#)

424.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[enot110's solution](#)

425.

706D

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

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[enot110's solution](#)

426.

645D

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

Quality: 3,341 global accepts · Rating: 1800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[enot110's solution](#)

427.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[enot110's solution](#)

428.

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[enot110's solution](#)

429.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[enot110's solution](#)

430.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[enot110's solution](#)

431.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[enot110's solution](#)

432.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: greedy, sortings

[enot110's solution](#)

433.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[enot110's solution](#)

434.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: bitmasks, dp

[enot110's solution](#)

435.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[enot110's solution](#)

436.

538D

[Weird Chess](#) · [Tutorial](#)

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

[enot110's solution](#)

437.

532E

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

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

438.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy

[enot110's solution](#)

439.

513G1

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

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

[enot110's solution](#)

440.

513B2

[Permutations](#) · [Tutorial](#)

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

[enot110's solution](#)

441.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[enot110's solution](#)

442.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[enot110's solution](#)

443.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[enot110's solution](#)

444.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: brute force, geometry, math

[enot110's solution](#)

445.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2013-01-05 · GNU C++ (first AC) · Tags: constructive algorithms

[enot110's solution](#)

446.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: brute force, number theory

[enot110's solution](#)

447.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[enot110's solution](#)

448.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[enot110's solution](#)

449.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[enot110's solution](#)

450.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[enot110's solution](#)

451.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math
[enot110's solution](#)

452.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, greedy
[enot110's solution](#)

453.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy
[enot110's solution](#)

454.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy
[enot110's solution](#)

455.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: binary search, implementation
[enot110's solution](#)

456.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: binary search, greedy
[enot110's solution](#)

457.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[enot110's solution](#)

458.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[enot110's solution](#)

459.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[enot110's solution](#)

460.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[enot110's solution](#)

461.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[enot110's solution](#)

462.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[enot110's solution](#)

463.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
[enot110's solution](#)

464.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[enot110's solution](#)

465.

781B

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

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
[enot110's solution](#)

466.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · last AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[enot110's solution](#)

467.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[enot110's solution](#)

468.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[enot110's solution](#)

469.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[enot110's solution](#)

470.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[enot110's solution](#)

471.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[enot110's solution](#)

472.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[enot110's solution](#)

473.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[enot110's solution](#)

474.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[enot110's solution](#)

475.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[enot110's solution](#)

476.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · Python 2 (first AC) · Tags: *special

[enot110's solution](#)

477.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[enot110's solution](#)

478.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[enot110's solution](#)

479.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[enot110's solution](#)

480.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[enot110's solution](#)

481.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-11 · last AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[enot110's solution](#)

482.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[enot110's solution](#)

483.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[enot110's solution](#)

484.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[enot110's solution](#)

485.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[enot110's solution](#)

486.

562D

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

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

487.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[enot110's solution](#)

488.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[enot110's solution](#)

489.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[enot110's solution](#)

490.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · last AC: 2015-06-08 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[enot110's solution](#)

491.

549D

[Haar Features](#) · [Tutorial](#)

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

[enot110's solution](#)

492.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[enot110's solution](#)

493.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, sortings

[enot110's solution](#)

494.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[enot110's solution](#)

495.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[enot110's solution](#)

496.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[enot110's solution](#)

497.

388B

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

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

[enot110's solution](#)

498.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[enot110's solution](#)

499.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[enot110's solution](#)

500.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[enot110's solution](#)

501.

292E

[Copying Data](#) · [Tutorial](#)

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

[enot110's solution](#)

502.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, math

[enot110's solution](#)

503.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp

[enot110's solution](#)

504.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: brute force, greedy, sortings, strings

[enot110's solution](#)

505.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[enot110's solution](#)

506.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[enot110's solution](#)

507.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[enot110's solution](#)

508.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[enot110's solution](#)

509.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy

[enot110's solution](#)

510.

57C

[Array](#) · [Tutorial](#)

Quality: 4,007 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[enot110's solution](#)

511.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[enot110's solution](#)

512.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and

conquer, interactive
[enot110's solution](#)

513.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[enot110's solution](#)

514.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[enot110's solution](#)

515.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[enot110's solution](#)

516.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[enot110's solution](#)

517.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[enot110's solution](#)

518.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[enot110's solution](#)

519.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[enot110's solution](#)

520.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games
[enot110's solution](#)

521.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[enot110's solution](#)

522.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[enot110's solution](#)

523.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[enot110's solution](#)

524.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[enot110's solution](#)

525.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy
[enot110's solution](#)

526.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy
[enot110's solution](#)

527.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
[enot110's solution](#)

528.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special
[enot110's solution](#)

529.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings
[enot110's solution](#)

530.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: dp, matrices
[enot110's solution](#)

531.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math
[enot110's solution](#)

532.

630O

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry
[enot110's solution](#)

533.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[enot110's solution](#)

534.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[enot110's solution](#)

535.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory
[enot110's solution](#)

536.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees
[enot110's solution](#)

537.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: ternary search
[enot110's solution](#)

538.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[enot110's solution](#)

539.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[enot110's solution](#)

540.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: brute force, dp
[enot110's solution](#)

541.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2015-09-06 · last AC: 2015-09-07 · GNU C++ (first AC) · Tags: bitmasks, data structures
[enot110's solution](#)

542.

541C

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

Rating: 2000 · first AC: 2015-05-03 · Java 7 (first AC) · Tags: —
[enot110's solution](#)

543.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

544.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[enot110's solution](#)

545.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: *special, data structures
[enot110's solution](#)

546.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities
[enot110's solution](#)

547.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings
[enot110's solution](#)

548.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers
[enot110's solution](#)

549.

453B

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

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[enot110's solution](#)

550.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
[enot110's solution](#)

551.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings
[enot110's solution](#)

552.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[enot110's solution](#)

553.

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: dp, strings, two pointers
[enot110's solution](#)

554.

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: dp, math
[enot110's solution](#)

555.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp
[enot110's solution](#)

556.

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[enot110's solution](#)

557.

292C

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

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

[enot110's solution](#)

558.

291E

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

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

[enot110's solution](#)

559.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[enot110's solution](#)

560.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[enot110's solution](#)

561.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[enot110's solution](#)

562.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[enot110's solution](#)

563.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[enot110's solution](#)

564.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[enot110's solution](#)

565.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[enot110's solution](#)

566.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[enot110's solution](#)

567.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: implementation, math
[enot110's solution](#)

568.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp
[enot110's solution](#)

569.

82C

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

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings
[enot110's solution](#)

570.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[enot110's solution](#)

571.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[enot110's solution](#)

572.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[enot110's solution](#)

573.

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[enot110's solution](#)

574.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[enot110's solution](#)

575.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[enot110's solution](#)

576.

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · last AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, sortings, two pointers
[enot110's solution](#)

577.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[enot110's solution](#)

578.

781C

[Underground Lab](#) · [Tutorial](#)

Quality: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[enot110's solution](#)

579.

776E

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

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[enot110's solution](#)

580.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[enot110's solution](#)

581.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[enot110's solution](#)

582.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[enot110's solution](#)

583.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[enot110's solution](#)

584.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[enot110's solution](#)

585.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[enot110's solution](#)

586.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[enot110's solution](#)

587.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry, math

[enot110's solution](#)

588.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[enot110's solution](#)

589.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[enot110's solution](#)

590.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: dp

[enot110's solution](#)

591.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[enot110's solution](#)

592.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[enot110's solution](#)

593.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[enot110's solution](#)

594.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[enot110's solution](#)

595.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dp, greedy

[enot110's solution](#)

596.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[enot110's solution](#)

597.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

598.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[enot110's solution](#)

599.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: greedy

[enot110's solution](#)

600.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory

[enot110's solution](#)

601.

497C

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

Rating: 2100 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[enot110's solution](#)

602.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, ternary search

[enot110's solution](#)

603.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[enot110's solution](#)

604.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: dp, graphs, implementation, shortest paths

[enot110's solution](#)

605.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: geometry, math

[enot110's solution](#)

606.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[enot110's solution](#)

607.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[enot110's solution](#)

608.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[enot110's solution](#)

609.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[enot110's solution](#)

610.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2013-01-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[enot110's solution](#)

611.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, math
[enot110's solution](#)

612.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers
[enot110's solution](#)

613.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[enot110's solution](#)

614.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[enot110's solution](#)

615.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[enot110's solution](#)

616.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[enot110's solution](#)

617.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[enot110's solution](#)

618.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[enot110's solution](#)

619.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[enot110's solution](#)

620.

757D

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

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[enot110's solution](#)

621.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[enot110's solution](#)

622.

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[enot110's solution](#)

623.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[enot110's solution](#)

624.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[enot110's solution](#)

625.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[enot110's solution](#)

626.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[enot110's solution](#)

627.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[enot110's solution](#)

628.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: binary search, two pointers
[enot110's solution](#)

629.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: data structures
[enot110's solution](#)

630.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[enot110's solution](#)

631.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[enot110's solution](#)

632.

618D

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

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[enot110's solution](#)

633.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: data structures, trees

[enot110's solution](#)

634.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[enot110's solution](#)

635.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[enot110's solution](#)

636.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[enot110's solution](#)

637.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[enot110's solution](#)

638.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[enot110's solution](#)

639.

559C

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

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[enot110's solution](#)

640.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[enot110's solution](#)

641.

549C

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

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

[enot110's solution](#)

642.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[enot110's solution](#)

643.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees
[enot110's solution](#)

644.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings
[enot110's solution](#)

645.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[enot110's solution](#)

646.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[enot110's solution](#)

647.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[enot110's solution](#)

648.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
[enot110's solution](#)

649.

403C

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

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math
[enot110's solution](#)

650.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry
[enot110's solution](#)

651.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp
[enot110's solution](#)

652.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: greedy
[enot110's solution](#)

653.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: data structures, implementation
[enot110's solution](#)

654.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: math
[enot110's solution](#)

655.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2200 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees
[enot110's solution](#)

656.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[enot110's solution](#)

657.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[enot110's solution](#)

658.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[enot110's solution](#)

659.

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[enot110's solution](#)

660.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings
[enot110's solution](#)

661.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory
[enot110's solution](#)

662.

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · Go (first AC) · Tags: *special, brute force, number theory
[enot110's solution](#)

663.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[enot110's solution](#)

664.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[enot110's solution](#)

665.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[enot110's solution](#)

666.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[enot110's solution](#)

667.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-23 · last AC: 2016-11-18 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[enot110's solution](#)

668.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[enot110's solution](#)

669.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[enot110's solution](#)

670.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[enot110's solution](#)

671.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: dp

[enot110's solution](#)

672.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[enot110's solution](#)

673.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[enot110's solution](#)

674.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: games

[enot110's solution](#)

675.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-12-15 · last AC: 2015-12-15 · GNU C++11 (first AC) · Tags: geometry, sortings

[enot110's solution](#)

676.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[enot110's solution](#)

677.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: meet-in-the-middle

[enot110's solution](#)

678.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees

[enot110's solution](#)

679.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp

[enot110's solution](#)

680.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

681.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[enot110's solution](#)

682.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[enot110's solution](#)

683.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: flows, graph matchings

[enot110's solution](#)

684.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[enot110's solution](#)

685.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory
[enot110's solution](#)

686.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers
[enot110's solution](#)

687.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp
[enot110's solution](#)

688.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: math, matrices
[enot110's solution](#)

689.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dp, games
[enot110's solution](#)

690.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[enot110's solution](#)

691.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: games, math
[enot110's solution](#)

692.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: graphs, hashing, sortings
[enot110's solution](#)

693.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dp, math
[enot110's solution](#)

694.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[enot110's solution](#)

695.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, math
[enot110's solution](#)

696.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[enot110's solution](#)

697.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[enot110's solution](#)

698.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[enot110's solution](#)

699.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[enot110's solution](#)

700.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, probabilities
[enot110's solution](#)

701.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[enot110's solution](#)

702.

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[enot110's solution](#)

703.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[enot110's solution](#)

704.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · last AC: 2016-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, flows
[enot110's solution](#)

705.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities
[enot110's solution](#)

706.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers
[enot110's solution](#)

707.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[enot110's solution](#)

708.

621D

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

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[enot110's solution](#)

709.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-02 · last AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[enot110's solution](#)

710.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-03-02 · last AC: 2016-03-02 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math
[enot110's solution](#)

711.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers
[enot110's solution](#)

712.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[enot110's solution](#)

713.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: geometry
[enot110's solution](#)

714.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[enot110's solution](#)

715.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: number theory
[enot110's solution](#)

716.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: number theory
[enot110's solution](#)

717.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dp
[enot110's solution](#)

718.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[enot110's solution](#)

719.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[enot110's solution](#)

720.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation
[enot110's solution](#)

721.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, sortings
[enot110's solution](#)

722.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar
[enot110's solution](#)

723.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2014-11-21 · last AC: 2014-11-21 · GNU C++ (first AC) · Tags: data structures
[enot110's solution](#)

724.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: data structures, math, number theory
[enot110's solution](#)

725.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures
[enot110's solution](#)

726.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[enot110's solution](#)

727.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms
[enot110's solution](#)

728.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp
[enot110's solution](#)

729.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: games, implementation
[enot110's solution](#)

730.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures, two pointers
[enot110's solution](#)

731.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: divide and conquer
[enot110's solution](#)

732.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: games, math
[enot110's solution](#)

733.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[enot110's solution](#)

734.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[enot110's solution](#)

735.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[enot110's solution](#)

736.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[enot110's solution](#)

737.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[enot110's solution](#)

738.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[enot110's solution](#)

739.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-04-05 · last AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[enot110's solution](#)

740.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[enot110's solution](#)

741.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[enot110's solution](#)

742.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[enot110's solution](#)

743.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[enot110's solution](#)

744.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-16 · last AC: 2016-08-16 · GNU C++11 (first AC) · Tags: data structures, implementation
[enot110's solution](#)

745.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[enot110's solution](#)

746.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, geometry
[enot110's solution](#)

747.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[enot110's solution](#)

748.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: data structures, number theory
[enot110's solution](#)

749.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: binary search, geometry
[enot110's solution](#)

750.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation
[enot110's solution](#)

751.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: data structures, greedy
[enot110's solution](#)

752.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[enot110's solution](#)

753.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: combinatorics, dp
[enot110's solution](#)

754.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms
[enot110's solution](#)

755.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms
[enot110's solution](#)

756.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures
[enot110's solution](#)

757.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp
[enot110's solution](#)

758.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, graphs
[enot110's solution](#)

759.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation
[enot110's solution](#)

760.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, dsu, graphs
[enot110's solution](#)

761.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: dp, math, matrices
[enot110's solution](#)

762.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: geometry
[enot110's solution](#)

763.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[enot110's solution](#)

764.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[enot110's solution](#)

765.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,439 global accepts · Rating: 2600 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[enot110's solution](#)

766.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[enot110's solution](#)

767.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[enot110's solution](#)

768.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry, greedy
[enot110's solution](#)

769.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[enot110's solution](#)

770.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[enot110's solution](#)

771.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[enot110's solution](#)

772.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[enot110's solution](#)

773.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[enot110's solution](#)

774.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[enot110's solution](#)

775.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2016-02-11 · last AC: 2016-02-11 · GNU C++11 (first AC) · Tags: math

[enot110's solution](#)

776.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[enot110's solution](#)

777.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · last AC: 2015-08-10 · GNU C++ (first AC) · Tags: 2-sat, greedy

[enot110's solution](#)

778.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

779.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

780.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

781.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: geometry

[enot110's solution](#)

782.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: number theory

[enot110's solution](#)

783.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings

[enot110's solution](#)

784.

823D

[Rusty String](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[enot110's solution](#)

785.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[enot110's solution](#)

786.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[enot110's solution](#)

787.

795F

[Pens And Days Of Week](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-05 · Kotlin 1.4 (first AC) · Tags: *special, brute force, math, number theory

[enot110's solution](#)

788.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[enot110's solution](#)

789.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[enot110's solution](#)

790.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[enot110's solution](#)

791.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: dp, greedy

[enot110's solution](#)

792.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[enot110's solution](#)

793.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-19 · last AC: 2015-12-19 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[enot110's solution](#)

794.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: data structures, math, matrices

[enot110's solution](#)

795.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: bitmasks, brute force, graph matchings

[enot110's solution](#)

796.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[enot110's solution](#)

797.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, matrices

[enot110's solution](#)

798.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[enot110's solution](#)

799.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,316 global accepts · Rating: 2700 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[enot110's solution](#)

800.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[enot110's solution](#)

801.

293D

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

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

[enot110's solution](#)

802.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[enot110's solution](#)

803.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[enot110's solution](#)

804.

750F

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

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[enot110's solution](#)

805.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[enot110's solution](#)

806.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[enot110's solution](#)

807.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[enot110's solution](#)

808.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-02-19 · last AC: 2016-02-19 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[enot110's solution](#)

809.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[enot110's solution](#)

810.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++ (first AC) · Tags: data structures

[enot110's solution](#)

811.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: geometry

[enot110's solution](#)

812.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, geometry, math
[enot110's solution](#)

813.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2014-09-28 · last AC: 2014-09-29 · GNU C++ (first AC) · Tags: bitmasks, data structures, fft
[enot110's solution](#)

814.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math, two pointers
[enot110's solution](#)

815.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[enot110's solution](#)

816.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy, math
[enot110's solution](#)

817.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, hashing, trees
[enot110's solution](#)

818.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: binary search, dp
[enot110's solution](#)

819.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[enot110's solution](#)

820.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer
[enot110's solution](#)

821.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, geometry, math
[enot110's solution](#)

822.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2012-03-25 · last AC: 2012-03-25 · GNU C++ (first AC) · Tags: brute force

[enot110's solution](#)

823.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[enot110's solution](#)

824.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[enot110's solution](#)

825.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[enot110's solution](#)

826.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[enot110's solution](#)

827.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: two pointers

[enot110's solution](#)

828.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2015-07-24 · last AC: 2015-07-24 · GNU C++ (first AC) · Tags: math, number theory

[enot110's solution](#)

829.

823F

[Perpetual Motion Machine](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, trees

[enot110's solution](#)

830.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[enot110's solution](#)

831.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: geometry, sortings

[enot110's solution](#)

832.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-04-04 · last AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[enot110's solution](#)

833.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[enot110's solution](#)

834.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2016-12-21 · last AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[enot110's solution](#)

835.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[enot110's solution](#)

836.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2015-08-29 · last AC: 2015-08-29 · GNU C++ (first AC) · Tags: data structures, greedy
[enot110's solution](#)

837.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, dp
[enot110's solution](#)

838.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-02-09 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[enot110's solution](#)

839.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2015-10-03 · Java 7 (first AC) · Tags: dp, math, number theory
[enot110's solution](#)

840.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2017-04-23 · last AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings
[enot110's solution](#)

841.

106193L

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

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enot110's solution](#)

842.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enot110's solution](#)

843.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

844.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

845.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

846.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

847.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

848.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · Python 3 (first AC) · Tags: —

[enot110's solution](#)

849.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

850.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

851.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

852.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

853.

104875A

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

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

854.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · last AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enot110's solution](#)

855.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enot110's solution](#)

856.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enot110's solution](#)

857.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enot110's solution](#)

858.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enot110's solution](#)

859.

104875E

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860.

104875D

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861.

104875H

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862.

104875C

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104875I

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864.

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105446F

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866.

105446D

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105446I

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105446K

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869.

105446G

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870.

105446A

[Amalgram](#) · [Tutorial](#)

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871.

1275D

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Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: *special

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872.

1275C

[#define At0CDD010B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: *special

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873.

1275B

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Quality: 844 global accepts · Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: *special

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874.

1275A

[B-DK0\\$K' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: *special

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875.

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894.

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901.

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915.

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917.

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920.

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101138D

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929.

101138C

[Stickmen](#) · [Tutorial](#)

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930.

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934.

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935.

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936.

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101104H

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938.

101104L

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939.

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942.

101104B

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943.

101104I

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Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

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944.

101104D

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945.

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101116L

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101116H

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948.

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949.

101116M

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101116I

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960.

101090A

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961.

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962.

101090K

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963.

101090H

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964.

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968.

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969.

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974.

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977.

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[A,=D\\$D 5D =D´5 Dt8D ;C](#)

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981.

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982.

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[Aô@CâD4;C#0 Cô> CD5D 5C\\$C](#)

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983.

100778E

[AÄDriACä2D´5 Ct0CÄ5CÔK](#)

Rating: — · first AC: 2016-02-27 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

984.

100778C

[Aô>Cô8C#0D ? C, 8D BCäGCÔ8C# AC\\$5D\\$0](#)

Rating: — · first AC: 2016-02-27 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

985.

100778B

[Aô>CDA Dt5D" @C 7CÄ5D´5CÔ8C•](#)

Rating: — · first AC: 2016-02-27 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

986.

100778J

[Aô5D5C\\$>D 0Dt8C\\$0CÔ8CR :C @D\\$>Dt5C](#)

Rating: — · first AC: 2016-02-27 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

987.

100778I

[B 00@CT7 D\\$>D BC](#)

Rating: — · first AC: 2016-02-27 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

988.

100603B

[Ice Skates](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

989.

100603D

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

990.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

991.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

992.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

993.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

994.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

995.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

996.

1008827

[A, E, D\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

997.

1008828

[A40D<Cä=C,,GCÔ0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

998.

1008826

[A7865D HC HC#8](#)

Rating: — · first AC: 2016-02-18 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

999.

1008825

[B5@C|aAD'=C](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1000.

1008814

[A65077C D:C =C :C =C,,:D4;C E](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1001.

1008813

[B BD00Ô=D'5 D BD >C#8](#)

Rating: — · first AC: 2016-02-18 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1002.

1008812

[A5D<C,,GCTAC#>CR ?CäACT;CT=C,,5](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1003.

1008811

[A7@C|7D°](#)

Rating: — · first AC: 2016-02-18 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1004.

100864G

[Garden Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1005.

100864E

[Equality of routes](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1006.

100864H

[Harmless](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1007.

100864A

[Agnatic Seniority](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1008.

100864D

[Dent's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1009.

100864L

[Laboratory of ACM](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1010.

100864C

[Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1011.

100864K

[Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1012.

100864J

[Jeltz' Torture](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1013.

100864I

[Infinite Improbability Drive](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1014.

100864F

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1015.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1016.

100016I

[Lies, Damned Lies and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1017.

100016E

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-23 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1018.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1019.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-23 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1020.

100853N

[B\\$@Ct=C,,@Cä2C=8 A =CD@CTO A\\$8C=BCä@Cä2C,,GC](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1021.

100853L

[B\\$0C00 C, :C08Cd5Dt:C€](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1022.

100853J

[A00D,0rD;D46C 0 C, >C0D =C 8 D\\$@D44C00](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1023.

100853H

[Bt5D,20 8 CäAC`K](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1024.

100853F

[B,;C0C`0CD:C](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1025.

100853D

[A,C00 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1026.

100825C

[KenKen You Do It? · Tutorial](#)

Rating: — · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1027.

100020G

[Travel · Tutorial](#)

Rating: — · first AC: 2015-11-22 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1028.

100020H

[Tree · Tutorial](#)

Rating: — · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1029.

100020B

[Drawing · Tutorial](#)

Rating: — · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1030.

100792J

[Jealousy · Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1031.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1032.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1033.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1034.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1035.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1036.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1037.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1038.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1039.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1040.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1041.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1042.

100722D

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · last AC: 2015-08-13 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1043.

100717B

[A6@C63D4;C#0 C6> C60D :D0](#)

Rating: — · first AC: 2015-08-11 · FPC (first AC) · Tags: —

[enot110's solution](#)

1044.

100726J

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1045.

100726B

[Common Subexpression Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —

[enot110's solution](#)

1046.

100726G

[Room Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1047.

100726F

[Moving to Nuremberg](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1048.

100726E

[Mountain Road](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1049.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1050.

100726I

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1051.

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1052.

100726A

[An Industrial Spy](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1053.

100726C

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

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1054.

100721A

[Unequalled Consumption](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1055.

100721H

[Guardian of Decency](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1056.

100721G

[Tantrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1057.

100721C

[Laserbox](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1058.

100721I

[Up the Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1059.

100721D

[Bowlstack](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1060.

100721F

[Reduced ID Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1061.

100722E

[The Bookcase](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1062.

100722B

[The SetStack Computer](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1063.

100722H

[Lineland's Airport](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1064.

100722I

[Leonardo's Notebook](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1065.

100722A

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1066.

100722G

[Prime Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1067.

100722C

[Pie](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1068.

100722F

[Printer Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1069.

100650F

[Square Count](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1070.

100650A

[ACM \(ACronym Maker\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · Java 8 (first AC) · Tags: —
[enot110's solution](#)

1071.

100650B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1072.

100650G

[Swamp Things](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1073.

100650H

[Two Ends](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1074.

100650D

[Queens, Knights and Pawns](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1075.

100650E

[Reliable Nets](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1076.

100650C

[The Game of Efil](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1077.

100651E

[Roll Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1078.

100651H

[Translations](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1079.

100651D

[I Conduit!](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · Java 8 (first AC) · Tags: —

[enot110's solution](#)

1080.

100651C

[Hit or Miss](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1081.

100651F

[Team Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1082.

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1083.

100651G

[To and Fro](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1084.

100651A

[Alphacode](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1085.

100653E

[AtUc0aCÄ0D\\$5C`LCÔ0Dò :D 8CöBCä3D 0DD8Dö](#)

Rating: — · first AC: 2015-03-28 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1086.

100653C

[ASCII Code 5D A Dä=D´E C´NC 8D\\$5C´5C•](#)

Rating: — · first AC: 2015-03-28 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1087.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1088.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1089.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1090.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · last AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1091.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1092.

100523D

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1093.

100523B

[Bytean Road Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1094.

100523A

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

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1095.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1096.

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1097.

100523I

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

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1098.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1099.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · Java 7 (first AC) · Tags: —

[enot110's solution](#)

1100.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · Java 7 (first AC) · Tags: —

[enot110's solution](#)

1101.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1102.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1103.

100159B

[Recover the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1104.

100159A

[Checkpoint](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1105.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1106.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1107.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1108.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1109.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1110.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1111.

100228D

[Phone Home](#) · [Tutorial](#)

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1112.

100228H

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1113.

100228J

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1114.

100228A

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1115.

100228C

[EKG Sequence](#) · [Tutorial](#)

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1116.

100227I

[Colored Points](#) · [Tutorial](#)

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1117.

100227B

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1118.

100227A

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1119.

100227H

[Double Trouble](#) · [Tutorial](#)

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1120.

100227D

[Stacking Cubes](#) · [Tutorial](#)

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1121.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

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1122.

100227L

[Crossed ladders](#) · [Tutorial](#)

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1123.

100227J

[Cigarettes](#) · [Tutorial](#)

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1124.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

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1125.

100283J

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[enot110's solution](#)

1126.

100283H

[The Job Interview](#) · [Tutorial](#)

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[enot110's solution](#)

1127.

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

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1128.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

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[enot110's solution](#)

1129.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1130.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1131.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

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1132.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1133.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

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[enot110's solution](#)

1134.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

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[enot110's solution](#)

1135.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1136.

100254F

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1137.

100254G

[Robintron](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1138.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1139.

100254B

[Message](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1140.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1141.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1142.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1143.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1144.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1145.

100248E

[The Picnic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1146.

100248K

[Rock Garden](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1147.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · Java 7 (first AC) · Tags: —

[enot110's solution](#)

1148.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1149.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1150.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1151.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1152.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1153.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1154.

100240E

[Circle of Debt](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1155.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1156.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1157.

100240J

[Year of More Code Jam](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1158.

100236B

[Bentago](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1159.

100231A

[Family](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —
[enot110's solution](#)

1160.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1161.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[enot110's solution](#)

1162.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1174.

100131K

[AÄ5C40-C,,=C\\$5D AC,,8](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1175.

100131M

[A5D8Cä4 D BD >C#8](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1176.

100131Q

[AäAD\\$>0\\$=Cä5 CD5D 5C\\$> 2](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1177.

100131R

[A12CT1CDK](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1178.

100131T

[Aä10Ä5CÐ](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1179.

100083F

[AÄ5C04CT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1180.

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1181.

100083D

[B\\$Dri0, ACäGC'5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1182.

100083C

[AÄ×Di8D°](#)

Rating: — · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1183.

100083B

[Aö>0j1ACç FC,,;C'0](#)

Rating: — · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1184.

100083A

[Aö@CT4Cä:](#)

Rating: — · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1185.

100086F

[F · Tutorial](#)

Rating: — · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1186.

100086E

[E · Tutorial](#)

Rating: — · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1187.

100086D

[D · Tutorial](#)

Rating: — · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1188.

100086C

[C · Tutorial](#)

Rating: — · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1189.

100086B

[B · Tutorial](#)

Rating: — · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1190.

100086A

[Permutations · Tutorial](#)

Rating: — · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1191.

100075C

[A@C@FCTAD >D](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1192.

100075B

[B@C@ACä;C,,0CÔFD°](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1193.

100030I

[Prohibition · Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1194.

100030G

[Procrastination · Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1195.

100030A

[Innovative Experiment · Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1196.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1197.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1198.

100030E

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

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

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1199.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

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1200.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

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1201.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

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1202.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1203.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

[enot110's solution](#)

1204.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —

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