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Unique solved — gen

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

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

Filters: none

Count: 1,132

1.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: [geometry](#), [implementation](#), [math](#)
[gen's solution](#)

2.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [strings](#)
[gen's solution](#)

3.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)
[gen's solution](#)

4.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#)
[gen's solution](#)

5.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[gen's solution](#)

6.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[gen's solution](#)

7.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)
[gen's solution](#)

8.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: [geometry](#), [greedy](#), [math](#)
[gen's solution](#)

9.

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#), [sortings](#)
[gen's solution](#)

10.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[gen's solution](#)

11.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gen's solution](#)

12.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[gen's solution](#)

13.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[gen's solution](#)

14.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,438 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gen's solution](#)

15.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gen's solution](#)

16.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[gen's solution](#)

17.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gen's solution](#)

18.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[gen's solution](#)

19.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[gen's solution](#)

20.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[gen's solution](#)

21.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gen's solution](#)

22.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[gen's solution](#)

23.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[gen's solution](#)

24.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gen's solution](#)

25.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings
[gen's solution](#)

26.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gen's solution](#)

27.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gen's solution](#)

28.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[gen's solution](#)

29.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[gen's solution](#)

30.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[gen's solution](#)

31.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[gen's solution](#)

32.

1621A

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

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gen's solution](#)

33.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gen's solution](#)

34.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[gen's solution](#)

35.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[gen's solution](#)

36.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

37.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[gen's solution](#)

38.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

39.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gen's solution](#)

40.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

41.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[gen's solution](#)

42.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

43.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

44.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[gen's solution](#)

45.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[gen's solution](#)

46.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

47.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

48.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

49.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

50.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[gen's solution](#)

51.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,258 global accepts · Rating: 800 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

52.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

53.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,391 global accepts · Rating: 800 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: strings

[gen's solution](#)

54.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: implementation

[gen's solution](#)

55.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[gen's solution](#)

56.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

57.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

58.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,250 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

59.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[gen's solution](#)

60.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

61.

386A

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

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

62.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[gen's solution](#)

63.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[gen's solution](#)

64.

266B

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

Quality: 166,118 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[gen's solution](#)

65.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,633 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

66.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

67.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

68.

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[gen's solution](#)

69.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,926 global accepts · Rating: 800 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: brute force

[gen's solution](#)

70.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

71.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

72.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[gen's solution](#)

73.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, implementation

[gen's solution](#)

74.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

75.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[gen's solution](#)

76.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

77.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,539 global accepts · Rating: 800 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

78.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: implementation

[gen's solution](#)

79.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,233 global accepts · Rating: 800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

80.

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2011-02-11 · last AC: 2011-02-13 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

81.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2010-12-20 · last AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math

[gen's solution](#)

82.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

83.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2010-11-03 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

84.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2010-10-11 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

85.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,773 global accepts · Rating: 800 · first AC: 2010-10-02 · GNU C++ (first AC) · Tags: expression parsing, implementation

[gen's solution](#)

86.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2010-10-02 · GNU C++ (first AC) · Tags: brute force

[gen's solution](#)

87.

22A

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

Quality: 27,089 global accepts · Rating: 800 · first AC: 2010-06-29 · GNU C++ (first AC) · Tags: brute force

[gen's solution](#)

88.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2010-05-21 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

89.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2010-04-29 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

90.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2010-04-11 · last AC: 2010-04-11 · GNU C++ (first AC) · Tags: math, probabilities

[gen's solution](#)

91.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2010-03-12 · last AC: 2010-03-12 · GNU C++ (first AC) · Tags: brute force, math

[gen's solution](#)

92.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gen's solution](#)

93.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[gen's solution](#)

94.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gen's solution](#)

95.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[gen's solution](#)

96.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gen's solution](#)

97.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[gen's solution](#)

98.

1610A

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

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

[gen's solution](#)

99.

1593B

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

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

[gen's solution](#)

100.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[gen's solution](#)

101.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[gen's solution](#)

102.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[gen's solution](#)

103.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gen's solution](#)

104.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

105.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

106.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

107.

611A

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

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

[gen's solution](#)

108.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

109.

549A

[Face Detection](#) · [Tutorial](#)

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

[gen's solution](#)

110.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

111.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

112.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

113.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

114.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

115.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings

[gen's solution](#)

116.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

117.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

118.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

119.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[gen's solution](#)

120.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: math, number theory

[gen's solution](#)

121.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[gen's solution](#)

122.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

123.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[gen's solution](#)

124.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: greedy, sortings

[gen's solution](#)

125.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

126.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2011-11-15 · last AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

127.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 900 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

128.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[gen's solution](#)

129.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2011-07-02 · Java 6 (first AC) · Tags: implementation, strings

[gen's solution](#)

130.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

131.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2010-12-14 · GNU C++ (first AC) · Tags: implementation, schedules

[gen's solution](#)

132.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2010-10-11 · GNU C++ (first AC) · Tags: greedy, sortings

[gen's solution](#)

133.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: number theory

[gen's solution](#)

134.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2010-04-26 · last AC: 2010-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[gen's solution](#)

135.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

136.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: brute force, geometry

[gen's solution](#)

137.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gen's solution](#)

138.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gen's solution](#)

139.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[gen's solution](#)

140.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gen's solution](#)

141.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[gen's solution](#)

142.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gen's solution](#)

143.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gen's solution](#)

144.

1593C

[Save More Mice](#) · [Tutorial](#)

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

145.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gen's solution](#)

146.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[gen's solution](#)

147.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[gen's solution](#)

148.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gen's solution](#)

149.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[gen's solution](#)

150.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gen's solution](#)

151.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[gen's solution](#)

152.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

153.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[gen's solution](#)

154.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[gen's solution](#)

155.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[gen's solution](#)

156.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[gen's solution](#)

157.

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: math

[gen's solution](#)

158.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[gen's solution](#)

159.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

160.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

161.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[gen's solution](#)

162.

420A

[Start Up](#) · [Tutorial](#)

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

[gen's solution](#)

163.

400A

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

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

164.

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

[gen's solution](#)

165.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

166.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math

[gen's solution](#)

167.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

168.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

169.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

170.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2013-06-30 · GNU C++ (first AC) · Tags: greedy

[gen's solution](#)

171.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

172.

221A

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

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

173.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

174.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,366 global accepts · Rating: 1000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

175.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[gen's solution](#)

176.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

177.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, number theory

[gen's solution](#)

178.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

179.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[gen's solution](#)

180.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

181.

110C

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

Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

182.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

183.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: brute force, implementation

[gen's solution](#)

184.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: implementation

[gen's solution](#)

185.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2011-08-01 · Java 6 (first AC) · Tags: implementation

[gen's solution](#)

186.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2011-02-10 · GNU C++ (first AC) · Tags: math

[gen's solution](#)

187.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy, strings

[gen's solution](#)

188.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1000 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

189.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: brute force, math, number theory

[gen's solution](#)

190.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2010-05-21 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

191.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

192.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2010-03-07 · last AC: 2010-03-08 · GNU C++ (first AC) · Tags: greedy, shortest paths

[gen's solution](#)

193.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[gen's solution](#)

194.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gen's solution](#)

195.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[gen's solution](#)

196.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gen's solution](#)

197.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gen's solution](#)

198.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[gen's solution](#)

199.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[gen's solution](#)

200.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[gen's solution](#)

201.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gen's solution](#)

202.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[gen's solution](#)

203.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gen's solution](#)

204.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[gen's solution](#)

205.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

206.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms

[gen's solution](#)

207.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

208.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: geometry, implementation

[gen's solution](#)

209.

592B

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

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

[gen's solution](#)

210.

570A

[Elections](#) · [Tutorial](#)

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

[gen's solution](#)

211.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[gen's solution](#)

212.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[gen's solution](#)

213.

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

214.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,714 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[gen's solution](#)

215.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation

[gen's solution](#)

216.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

217.

427B

[Prison Transfer](#) · [Tutorial](#)

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

[gen's solution](#)

218.

46B

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

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

219.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

220.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[gen's solution](#)

221.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

222.

292A

[SMSC](#) · [Tutorial](#)

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

[gen's solution](#)

223.

285A

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

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

224.

257A

[Sockets](#) · [Tutorial](#)

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

[gen's solution](#)

225.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[gen's solution](#)

226.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

227.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[gen's solution](#)

228.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

229.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: brute force, geometry, math

[gen's solution](#)

230.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[gen's solution](#)

231.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1100 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

232.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[gen's solution](#)

233.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: greedy, sortings

[gen's solution](#)

234.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[gen's solution](#)

235.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[gen's solution](#)

236.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, math

[gen's solution](#)

237.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

238.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[gen's solution](#)

239.

103A

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

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: greedy, implementation, math

[gen's solution](#)

240.

104B

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

Rating: 1100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: math

[gen's solution](#)

241.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: 1100 · first AC: 2010-08-02 · last AC: 2010-08-03 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

242.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2010-04-29 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[gen's solution](#)

243.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2010-04-29 · GNU C++ (first AC) · Tags: implementation, sortings

[gen's solution](#)

244.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-05 · last AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[gen's solution](#)

245.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

246.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gen's solution](#)

247.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[gen's solution](#)

248.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[gen's solution](#)

249.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[gen's solution](#)

250.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gen's solution](#)

251.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[gen's solution](#)

252.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[gen's solution](#)

253.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[gen's solution](#)

254.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gen's solution](#)

255.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[gen's solution](#)

256.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[gen's solution](#)

257.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[gen's solution](#)

258.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[gen's solution](#)

259.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gen's solution](#)

260.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[gen's solution](#)

261.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[gen's solution](#)

262.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

263.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gen's solution](#)

264.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

265.

523A

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

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

[gen's solution](#)

266.

492B

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

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[gen's solution](#)

267.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[gen's solution](#)

268.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[gen's solution](#)

269.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[gen's solution](#)

270.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

271.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

272.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings

[gen's solution](#)

273.

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules
[gen's solution](#)

274.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings
[gen's solution](#)

275.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[gen's solution](#)

276.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation
[gen's solution](#)

277.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math
[gen's solution](#)

278.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[gen's solution](#)

279.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation
[gen's solution](#)

280.

292B

[Network Topology](#) · [Tutorial](#)

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

281.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation
[gen's solution](#)

282.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[gen's solution](#)

283.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[gen's solution](#)

284.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

285.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[gen's solution](#)

286.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

287.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

288.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

289.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[gen's solution](#)

290.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force

[gen's solution](#)

291.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[gen's solution](#)

292.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings

[gen's solution](#)

293.

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[gen's solution](#)

294.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[gen's solution](#)

295.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

296.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

297.

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[gen's solution](#)

298.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[gen's solution](#)

299.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2011-09-24 · GNU C++ (first AC) · Tags: strings

[gen's solution](#)

300.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-03 · Java 6 (first AC) · Tags: greedy

[gen's solution](#)

301.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2011-08-01 · Java 6 (first AC) · Tags: implementation, strings

[gen's solution](#)

302.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2011-02-11 · last AC: 2011-02-13 · GNU C++ (first AC) · Tags: implementation, number theory

[gen's solution](#)

303.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2010-12-14 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

304.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2010-11-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

305.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

306.

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: brute force, greedy

[gen's solution](#)

307.

18C

[Stripe · Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: data structures, implementation

[gen's solution](#)

308.

15A

[Cottage Village · Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation, sortings

[gen's solution](#)

309.

9C

[Hexadecimal's Numbers · Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2010-04-11 · last AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

310.

9B

[Running Student · Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2010-04-11 · last AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[gen's solution](#)

311.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: greedy, two pointers

[gen's solution](#)

312.

4B

[Before an Exam · Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2010-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[gen's solution](#)

313.

1778B

[The Forbidden Permutation · Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gen's solution](#)

314.

1768C

[Elemental Decompress · Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[gen's solution](#)

315.

1774C

[Ice and Fire · Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[gen's solution](#)

316.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[gen's solution](#)

317.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[gen's solution](#)

318.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[gen's solution](#)

319.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[gen's solution](#)

320.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[gen's solution](#)

321.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[gen's solution](#)

322.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gen's solution](#)

323.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[gen's solution](#)

324.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[gen's solution](#)

325.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[gen's solution](#)

326.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[gen's solution](#)

327.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[gen's solution](#)

328.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[gen's solution](#)

329.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gen's solution](#)

330.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs
[gen's solution](#)

331.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, implementation
[gen's solution](#)

332.

611B

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

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

333.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory
[gen's solution](#)

334.

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
[gen's solution](#)

335.

567B

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

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

336.

526A

[King of Thieves](#) · [Tutorial](#)

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

337.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory
[gen's solution](#)

338.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[gen's solution](#)

339.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation, sortings

[gen's solution](#)

340.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[gen's solution](#)

341.

429A

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Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

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342.

426B

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Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: implementation

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343.

371B

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344.

370B

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345.

332A

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346.

291B

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347.

257B

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348.

251A

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Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

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349.

246B

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Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math
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350.

241A

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Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy
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351.

221B

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352.

222B

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353.

220A

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354.

215B

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355.

203B

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356.

185A

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357.

173A

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358.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · last AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, combinatorics
[gen's solution](#)

359.

171D

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Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force
[gen's solution](#)

360.

161A

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Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
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361.

158D

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

362.

144B

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[gen's solution](#)

363.

133C

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Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation, math
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364.

44C

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365.

94B

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[gen's solution](#)

366.

70A

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[gen's solution](#)

367.

62A

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368.

61B

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[gen's solution](#)

369.

64A

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[gen's solution](#)

370.

60A

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[gen's solution](#)

371.

58B

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Quality: 13,232 global accepts · Rating: 1300 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy

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372.

57A

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Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[gen's solution](#)

373.

34C

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[gen's solution](#)

374.

25A

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[gen's solution](#)

375.

4C

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Quality: 108,196 global accepts · Rating: 1300 · first AC: 2010-03-12 · last AC: 2010-03-12 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

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376.

1772D

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377.

1771B

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378.

1748B

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379.

1750C

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380.

1740C

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381.

1684C

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382.

1634B

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383.

1628A

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384.

1609C

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385.

1266C

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386.

1103A

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387.

1097C

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388.

1091C

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389.

703B

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390.

538B

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391.

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392.

534B

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393.

526B

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394.

525B

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395.

523C

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396.

492C

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397.

489C

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398.

472C

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399.

448B

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400.

418A

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[gen's solution](#)

401.

414B

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402.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings
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403.

379C

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404.

369B

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405.

334B

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406.

290D

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407.

290A

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408.

261A

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409.

260A

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410.

245E

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411.

226A

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412.

219B

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413.

203C

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414.

182D

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415.

180C

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416.

159C

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417.

159A

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418.

158C

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419.

141B

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420.

79B

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[gen's solution](#)

421.

44E

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422.

8B

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423.

107A

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424.

108B

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Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: math, sortings

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425.

60B

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426.

38C

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427.

30A

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[gen's solution](#)

428.

26B

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429.

24A

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Quality: 6,868 global accepts · Rating: 1400 · first AC: 2010-07-26 · last AC: 2010-07-27 · GNU C++ (first AC) · Tags: graphs

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430.

19A

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Quality: 3,142 global accepts · Rating: 1400 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

431.

2027C

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Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

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432.

1767D

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Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[gen's solution](#)

433.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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434.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[gen's solution](#)

435.

1646C

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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[gen's solution](#)

436.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[gen's solution](#)

437.

1621B

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

[gen's solution](#)

438.

1616C

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

[gen's solution](#)

439.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gen's solution](#)

440.

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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441.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[gen's solution](#)

442.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[gen's solution](#)

443.

1054C

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Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[gen's solution](#)

444.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[gen's solution](#)

445.

985C

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Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gen's solution](#)

446.

982C

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Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[gen's solution](#)

447.

908C

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Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[gen's solution](#)

448.

812C

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Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[gen's solution](#)

449.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory

[gen's solution](#)

450.

611C

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Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[gen's solution](#)

451.

599B

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Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

452.

587A

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Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[gen's solution](#)

453.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: combinatorics

[gen's solution](#)

454.

576A

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

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math, number theory

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455.

553A

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

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math
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456.

527B

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

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: greedy
[gen's solution](#)

457.

528A

[Glass Carving](#) · [Tutorial](#)

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

458.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, implementation
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459.

468A

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Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math
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460.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory
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461.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp
[gen's solution](#)

462.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings
[gen's solution](#)

463.

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
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464.

400C

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Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math
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465.

367A

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466.

356A

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

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467.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs
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468.

342B

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469.

341B

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470.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation
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471.

329B

[Biridian Forest](#) · [Tutorial](#)

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472.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[gen's solution](#)

473.

325A

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Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation
[gen's solution](#)

474.

290B

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Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[gen's solution](#)

475.

273A

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

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

476.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · last AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory
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477.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[gen's solution](#)

478.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation, sortings
[gen's solution](#)

479.

224B

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Quality: 7,918 global accepts · Rating: 1500 · first AC: 2012-10-18 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers
[gen's solution](#)

480.

231B

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Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
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481.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures
[gen's solution](#)

482.

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
[gen's solution](#)

483.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp
[gen's solution](#)

484.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy
[gen's solution](#)

485.

177D2

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Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: data structures
[gen's solution](#)

486.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[gen's solution](#)

487.

177C1

[Party](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
[gen's solution](#)

488.

172C

[Bus](#) · [Tutorial](#)

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[gen's solution](#)

489.

172D

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Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, number theory
[gen's solution](#)

490.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

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[gen's solution](#)

491.

159D

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings
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492.

144C

[Anagram Search](#) · [Tutorial](#)

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[gen's solution](#)

493.

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[gen's solution](#)

494.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar
[gen's solution](#)

495.

122D

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

Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force
[gen's solution](#)

496.

44B

[Cola](#) · [Tutorial](#)

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[gen's solution](#)

497.

116D

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Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dp, greedy
[gen's solution](#)

498.

103B

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Quality: 10,658 global accepts · Rating: 1500 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs
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499.

2A

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500.

64B

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501.

50B

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[gen's solution](#)

502.

49B

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Quality: 2,803 global accepts · Rating: 1500 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: math
[gen's solution](#)

503.

35C

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Quality: 8,622 global accepts · Rating: 1500 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths
[gen's solution](#)

504.

24B

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Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-07-26 · last AC: 2010-07-27 · GNU C++ (first AC) · Tags: implementation
[gen's solution](#)

505.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-06-29 · GNU C++ (first AC) · Tags: brute force, dp
[gen's solution](#)

506.

18A

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Quality: 6,961 global accepts · Rating: 1500 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: brute force, geometry
[gen's solution](#)

507.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[gen's solution](#)

508.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation
[gen's solution](#)

509.

1796C

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Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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510.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
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511.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[gen's solution](#)

512.

1782C

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

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

513.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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514.

1771C

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Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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515.

1748C

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Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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516.

1609D

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Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
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517.

1610C

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Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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518.

1593E

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519.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[gen's solution](#)

520.

1096C

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Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
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521.

1056D

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522.

1056B

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523.

1062C

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524.

1071A

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Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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525.

1033C

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526.

1059C

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Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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527.

1041C

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Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
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528.

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math
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529.

1029C

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[gen's solution](#)

530.

1017C

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Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[gen's solution](#)

531.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

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532.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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533.

916C

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Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

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534.

910B

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535.

812B

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Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[gen's solution](#)

536.

618C

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Quality: 4,668 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: geometry, implementation

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537.

603A

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538.

599C

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[gen's solution](#)

539.

593B

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Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: geometry, sortings

[gen's solution](#)

540.

573B

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[gen's solution](#)

541.

570C

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Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures,

implementation

[gen's solution](#)

542.

559A

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Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, geometry, math

[gen's solution](#)

543.

538C

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

[gen's solution](#)

544.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: math

[gen's solution](#)

545.

524A

[A\\$>Ct=C&C&CÔ>, 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++ (first AC) · Tags: implementation

[gen's solution](#)

546.

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

[gen's solution](#)

547.

500C

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

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

[gen's solution](#)

548.

500B

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

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

[gen's solution](#)

549.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[gen's solution](#)

550.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[gen's solution](#)

551.

411B

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Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

552.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: two pointers

[gen's solution](#)

553.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[gen's solution](#)

554.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[gen's solution](#)

555.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[gen's solution](#)

556.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[gen's solution](#)

557.

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

[gen's solution](#)

558.

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

[gen's solution](#)

559.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: binary search, implementation, math

[gen's solution](#)

560.

372A

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

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[gen's solution](#)

561.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: binary search, brute force

[gen's solution](#)

562.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[gen's solution](#)

563.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation
[gen's solution](#)

564.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math, number theory
[gen's solution](#)

565.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[gen's solution](#)

566.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings
[gen's solution](#)

567.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math
[gen's solution](#)

568.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory
[gen's solution](#)

569.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy
[gen's solution](#)

570.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2013-06-30 · GNU C++ (first AC) · Tags: combinatorics, math
[gen's solution](#)

571.

323A

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

Quality: 968 global accepts · Rating: 1600 · first AC: 2013-06-27 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms
[gen's solution](#)

572.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[gen's solution](#)

573.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: greedy, implementation
[gen's solution](#)

574.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[gen's solution](#)

575.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, greedy

[gen's solution](#)

576.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[gen's solution](#)

577.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[gen's solution](#)

578.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[gen's solution](#)

579.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[gen's solution](#)

580.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[gen's solution](#)

581.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[gen's solution](#)

582.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[gen's solution](#)

583.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[gen's solution](#)

584.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

585.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[gen's solution](#)

586.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[gen's solution](#)

587.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[gen's solution](#)

588.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[gen's solution](#)

589.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[gen's solution](#)

590.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[gen's solution](#)

591.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory

[gen's solution](#)

592.

167A

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

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

[gen's solution](#)

593.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[gen's solution](#)

594.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-03-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[gen's solution](#)

595.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2011-08-31 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

596.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[gen's solution](#)

597.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[gen's solution](#)

598.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-02-12 · GNU C++ (first AC) · Tags: expression parsing

[gen's solution](#)

599.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2011-02-10 · GNU C++ (first AC) · Tags: implementation, math

[gen's solution](#)

600.

57B

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

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

[gen's solution](#)

601.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: combinatorics

[gen's solution](#)

602.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2010-10-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[gen's solution](#)

603.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2010-10-02 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

604.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

605.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[gen's solution](#)

606.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2010-04-26 · last AC: 2010-04-27 · GNU C++ (first AC) · Tags: math
[gen's solution](#)

607.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[gen's solution](#)

608.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[gen's solution](#)

609.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[gen's solution](#)

610.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[gen's solution](#)

611.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[gen's solution](#)

612.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[gen's solution](#)

613.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games
[gen's solution](#)

614.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[gen's solution](#)

615.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[gen's solution](#)

616.

1621C

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

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

617.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[gen's solution](#)

618.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[gen's solution](#)

619.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[gen's solution](#)

620.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[gen's solution](#)

621.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[gen's solution](#)

622.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[gen's solution](#)

623.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[gen's solution](#)

624.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gen's solution](#)

625.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[gen's solution](#)

626.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[gen's solution](#)

627.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[gen's solution](#)

628.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities

[gen's solution](#)

629.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[gen's solution](#)

630.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

631.

584C

[Marina and Vasya](#) · [Tutorial](#)

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

[gen's solution](#)

632.

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

[gen's solution](#)

633.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[gen's solution](#)

634.

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

[gen's solution](#)

635.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: greedy, implementation

[gen's solution](#)

636.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[gen's solution](#)

637.

524B

[BD>D\\$> CÔU CÔCÄOD\\$> 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: dp, greedy

[gen's solution](#)

638.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[gen's solution](#)

639.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[gen's solution](#)

640.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[gen's solution](#)

641.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: greedy, strings

[gen's solution](#)

642.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[gen's solution](#)

643.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

644.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[gen's solution](#)

645.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · last AC: 2014-05-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[gen's solution](#)

646.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[gen's solution](#)

647.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation, sortings

[gen's solution](#)

648.

339C

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

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[gen's solution](#)

649.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-30 · GNU C++ (first AC) · Tags: binary search, implementation, math

[gen's solution](#)

650.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[gen's solution](#)

651.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[gen's solution](#)

652.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[gen's solution](#)

653.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[gen's solution](#)

654.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy

[gen's solution](#)

655.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-10-18 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[gen's solution](#)

656.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[gen's solution](#)

657.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[gen's solution](#)

658.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[gen's solution](#)

659.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
[gen's solution](#)

660.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[gen's solution](#)

661.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: dfs and similar, greedy
[gen's solution](#)

662.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: geometry, implementation, math
[gen's solution](#)

663.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy
[gen's solution](#)

664.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: binary search
[gen's solution](#)

665.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp
[gen's solution](#)

666.

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
[gen's solution](#)

667.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp
[gen's solution](#)

668.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[gen's solution](#)

669.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: implementation, math, sortings
[gen's solution](#)

670.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings
[gen's solution](#)

671.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force
[gen's solution](#)

672.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math
[gen's solution](#)

673.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp
[gen's solution](#)

674.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2010-11-06 · GNU C (first AC) · Tags: dp
[gen's solution](#)

675.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2011-02-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[gen's solution](#)

676.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, math
[gen's solution](#)

677.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: dp, greedy
[gen's solution](#)

678.

35B

[Warehouse](#) · [Tutorial](#)

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679.

32C

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680.

22C

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14C

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4D

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685.

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686.

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687.

1780D

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688.

1782D

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689.

1768D

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690.

1750D

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691.

1740E

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692.

1637D

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693.

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694.

1107D

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695.

1096D

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696.

1083A

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1062D

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698.

1063B

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699.

1016D

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700.

1016C

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701.

983B

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702.

603B

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703.

592C

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704.

584D

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705.

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706.

543A

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707.

538D

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708.

532E

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[gen's solution](#)

709.

528B

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Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy
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710.

519D

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712.

482B

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713.

471D

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714.

452B

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715.

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716.

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717.

371D

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718.

370C

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719.

336C

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720.

333B

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[gen's solution](#)

721.

325B

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722.

263D

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723.

257C

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724.

245H

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725.

240B

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[gen's solution](#)

726.

222C

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Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings
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727.

220B

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728.

216C

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729.

187B

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730.

185B

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731.

180E

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732.

180A

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733.

173B

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734.

161D

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735.

141C

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[gen's solution](#)

736.

133E

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Rating: 1800 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: dp, implementation

[gen's solution](#)

737.

79C

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738.

44D

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739.

7C

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740.

62B

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741.

64E

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742.

61D

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743.

64D

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744.

58C

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745.

33B

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746.

30C

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747.

24C

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748.

15B

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749.

3C

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750.

1808C

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751.

1785B

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752.

1787D

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753.

1777D

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754.

1774E

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755.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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756.

1651D

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757.

1078A

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Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

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758.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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759.

1074B

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760.

1043E

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761.

1071B

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762.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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763.

1063C

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764.

1041E

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765.

1036C

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Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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766.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

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767.

982D

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Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

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768.

708B

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769.

599D

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Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: brute force, math

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770.

549D

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771.

540D

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772.

536B

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[gen's solution](#)

773.

536A

[Tavas and Karafs](#) · [Tutorial](#)

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774.

524C

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775.

500D

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776.

472D

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777.

463D

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463C

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779.

455B

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780.

452D

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781.

448C

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782.

412E

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Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

783.

418B

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

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784.

46E

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785.

388B

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786.

377B

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787.

372B

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788.

367B

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[gen's solution](#)

789.

366C

[Dima and Salad](#) · [Tutorial](#)

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

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790.

356B

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

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791.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

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792.

336B

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793.

257D

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

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794.

258B

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795.

241G

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Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

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796.

223C

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797.

223B

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798.

232B

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799.

226B

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Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

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800.

222D

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Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

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801.

222E

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802.

215D

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803.

213B

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804.

208C

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805.

208B

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Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dfs and similar, dp

[gen's solution](#)

806.

180D

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Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: greedy, strings

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807.

177E2

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Quality: 502 global accepts · Rating: 1900 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: binary search

[gen's solution](#)

808.

173C

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Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

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809.

158E

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

[gen's solution](#)

810.

134B

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811.

122E

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Rating: 1900 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: —

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812.

118C

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[gen's solution](#)

813.

95C

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814.

6E

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815.

103C

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

[gen's solution](#)

816.

104D

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Rating: 1900 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: math

[gen's solution](#)

817.

5C

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Quality: 18,071 global accepts · Rating: 1900 · first AC: 2011-08-01 · Java 6 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[gen's solution](#)

818.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: data structures, trees

[gen's solution](#)

819.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[gen's solution](#)

820.

25D

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[gen's solution](#)

821.

25C

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Quality: 8,076 global accepts · Rating: 1900 · first AC: 2010-08-02 · GNU C++ (first AC) · Tags: graphs, shortest paths

[gen's solution](#)

822.

22D

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[gen's solution](#)

823.

9D

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824.

3B

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Quality: 5,235 global accepts · Rating: 1900 · first AC: 2010-03-08 · GNU C++ (first AC) · Tags: greedy, sortings

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825.

1796D

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826.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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827.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[gen's solution](#)

828.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[gen's solution](#)

829.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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830.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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831.

1646D

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Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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832.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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833.

1616D

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834.

1610D

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835.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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836.

1103B

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Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

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837.

1101D

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Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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838.

1083B

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Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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839.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

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840.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

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841.

621E

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842.

611D

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843.

571B

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844.

541C

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[gen's solution](#)

845.

540C

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Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: dfs and similar

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846.

532B

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[gen's solution](#)

847.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math

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848.

492E

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Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: math

[gen's solution](#)

849.

468B

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greedy

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850.

466B

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Quality: 5,267 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math

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851.

464B

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Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

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852.

453B

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Quality: 5,403 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[gen's solution](#)

853.

451D

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Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: math

[gen's solution](#)

854.

449B

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Quality: 10,598 global accepts · Rating: 2000 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[gen's solution](#)

855.

427E

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856.

412D

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857.

400D

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858.

382B

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859.

380C

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Quality: 19,782 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

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860.

379D

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861.

371E

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Quality: 1,440 global accepts · Rating: 2000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, math, two pointers

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862.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[gen's solution](#)

863.

366D

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

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

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864.

341C

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

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865.

338B

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Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[gen's solution](#)

866.

291E

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Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

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867.

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp

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868.

263C

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Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

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869.

245F

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Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, strings

[gen's solution](#)

870.

243B

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Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · Java 7 (first AC) · Tags: graphs, sortings

[gen's solution](#)

871.

241C

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Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[gen's solution](#)

872.

237D

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Quality: 618 global accepts · Rating: 2000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[gen's solution](#)

873.

235B

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: dp, math, probabilities

[gen's solution](#)

874.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[gen's solution](#)

875.

216E

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Quality: 667 global accepts · Rating: 2000 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: math, number theory

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876.

213C

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Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-08-10 · GNU C++ (first AC) · Tags: dp

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877.

182C

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Quality: 822 global accepts · Rating: 2000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: data structures, greedy

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878.

176C

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Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[gen's solution](#)

879.

171E

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Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special

[gen's solution](#)

880.

156C

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Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-03-01 · GNU C++ (first AC) · Tags: combinatorics, dp

[gen's solution](#)

881.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[gen's solution](#)

882.

128C

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

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883.

44J

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Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[gen's solution](#)

884.

8C

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Quality: 4,212 global accepts · Rating: 2000 · first AC: 2011-09-24 · last AC: 2011-09-24 · GNU C++ (first AC) · Tags: bitmasks, dp

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885.

2B

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Quality: 12,949 global accepts · Rating: 2000 · first AC: 2011-07-24 · Java 6 (first AC) · Tags: dp, math

[gen's solution](#)

886.

61C

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Quality: 851 global accepts · Rating: 2000 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: math

[gen's solution](#)

887.

59E

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Quality: 4,812 global accepts · Rating: 2000 · first AC: 2011-02-13 · GNU C++ (first AC) · Tags: graphs, shortest paths

[gen's solution](#)

888.

59D

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889.

50C

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Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: geometry

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890.

10C

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891.

1808D

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892.

1778D

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893.

1787E

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greedy, math

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894.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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895.

1771D

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Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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896.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

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897.

1628D1

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898.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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899.

1593F

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Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

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900.

1098B

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Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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901.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[gen's solution](#)

902.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[gen's solution](#)

903.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[gen's solution](#)

904.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[gen's solution](#)

905.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[gen's solution](#)

906.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[gen's solution](#)

907.

703D

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

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: data structures
[gen's solution](#)

908.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: geometry, implementation
[gen's solution](#)

909.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: binary search, geometry, math
[gen's solution](#)

910.

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
[gen's solution](#)

911.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: combinatorics, implementation, math
[gen's solution](#)

912.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math
[gen's solution](#)

913.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths
[gen's solution](#)

914.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[gen's solution](#)

915.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[gen's solution](#)

916.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: greedy, two pointers

[gen's solution](#)

917.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[gen's solution](#)

918.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[gen's solution](#)

919.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[gen's solution](#)

920.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[gen's solution](#)

921.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp

[gen's solution](#)

922.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[gen's solution](#)

923.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[gen's solution](#)

924.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[gen's solution](#)

925.

414C

[Mashmokh 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
[gen's solution](#)

926.

400E

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

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures
[gen's solution](#)

927.

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
[gen's solution](#)

928.

372C

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

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

929.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[gen's solution](#)

930.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[gen's solution](#)

931.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp
[gen's solution](#)

932.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[gen's solution](#)

933.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[gen's solution](#)

934.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[gen's solution](#)

935.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[gen's solution](#)

936.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[gen's solution](#)

937.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: data structures

[gen's solution](#)

938.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[gen's solution](#)

939.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: math, number theory

[gen's solution](#)

940.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, math

[gen's solution](#)

941.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[gen's solution](#)

942.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: brute force, implementation

[gen's solution](#)

943.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[gen's solution](#)

944.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: data structures, dsu, trees

[gen's solution](#)

945.

133D

[Piet](#) · [Tutorial](#)

Rating: 2100 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

946.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[gen's solution](#)

947.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2011-08-02 · Java 6 (first AC) · Tags: implementation, math

[gen's solution](#)

948.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2011-02-11 · GNU C++ (first AC) · Tags: geometry, math

[gen's solution](#)

949.

1785C

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

Rating: 2200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[gen's solution](#)

950.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[gen's solution](#)

951.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[gen's solution](#)

952.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[gen's solution](#)

953.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[gen's solution](#)

954.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[gen's solution](#)

955.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[gen's solution](#)

956.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[gen's solution](#)

957.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: games, math

[gen's solution](#)

958.

592D

[Super M](#) · [Tutorial](#)

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

[gen's solution](#)

959.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[gen's solution](#)

960.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[gen's solution](#)

961.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[gen's solution](#)

962.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[gen's solution](#)

963.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[gen's solution](#)

964.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: games

[gen's solution](#)

965.

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

[gen's solution](#)

966.

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

[gen's solution](#)

967.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gen's solution](#)

968.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[gen's solution](#)

969.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[gen's solution](#)

970.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-03 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[gen's solution](#)

971.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy

[gen's solution](#)

972.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: binary search, data structures

[gen's solution](#)

973.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[gen's solution](#)

974.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[gen's solution](#)

975.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: binary search, data structures

[gen's solution](#)

976.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[gen's solution](#)

977.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: dp, greedy

[gen's solution](#)

978.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: dp, graph matchings, greedy

[gen's solution](#)

979.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[gen's solution](#)

980.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[gen's solution](#)

981.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[gen's solution](#)

982.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-19 · last AC: 2012-11-19 · GNU C++ (first AC) · Tags: brute force, graphs

[gen's solution](#)

983.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: data structures

[gen's solution](#)

984.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, dfs and similar, expression parsing

[gen's solution](#)

985.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[gen's solution](#)

986.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2011-09-01 · GNU C++ (first AC) · Tags: hashing, strings

[gen's solution](#)

987.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2010-08-03 · GNU C++ (first AC) · Tags: hashing, strings

[gen's solution](#)

988.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2010-04-27 · GNU C++ (first AC) · Tags: implementation

[gen's solution](#)

989.

1782E

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

Quality: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[gen's solution](#)

990.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[gen's solution](#)

991.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[gen's solution](#)

992.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[gen's solution](#)

993.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[gen's solution](#)

994.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[gen's solution](#)

995.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[gen's solution](#)

996.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: dp, math, probabilities, sortings

[gen's solution](#)

997.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[gen's solution](#)

998.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp

[gen's solution](#)

999.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-05-01 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[gen's solution](#)

1000.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[gen's solution](#)

1001.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[gen's solution](#)

1002.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: dsu, graphs

[gen's solution](#)

1003.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-08-10 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[gen's solution](#)

1004.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2010-11-06 · GNU C (first AC) · Tags: brute force, combinatorics

[gen's solution](#)

1005.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2300 · first AC: 2010-07-28 · GNU C++ (first AC) · Tags: binary search

[gen's solution](#)

1006.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[gen's solution](#)

1007.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[gen's solution](#)

1008.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[gen's solution](#)

1009.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[gen's solution](#)

1010.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[gen's solution](#)

1011.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[gen's solution](#)

1012.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[gen's solution](#)

1013.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: data structures

[gen's solution](#)

1014.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[gen's solution](#)

1015.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[gen's solution](#)

1016.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation

[gen's solution](#)

1017.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[gen's solution](#)

1018.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[gen's solution](#)

1019.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: graphs, implementation

[gen's solution](#)

1020.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[gen's solution](#)

1021.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[gen's solution](#)

1022.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: graphs, math

[gen's solution](#)

1023.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[gen's solution](#)

1024.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-10-14 · GNU C++ (first AC) · Tags: data structures, two pointers

[gen's solution](#)

1025.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: divide and conquer

[gen's solution](#)

1026.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2011-08-02 · GNU C++ (first AC) · Tags: data structures

[gen's solution](#)

1027.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2010-07-27 · GNU C++ (first AC) · Tags: dp, math, probabilities

[gen's solution](#)

1028.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[gen's solution](#)

1029.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[gen's solution](#)

1030.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[gen's solution](#)

1031.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[gen's solution](#)

1032.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[gen's solution](#)

1033.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[gen's solution](#)

1034.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[gen's solution](#)

1035.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[gen's solution](#)

1036.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: geometry, math

[gen's solution](#)

1037.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: brute force, dp

[gen's solution](#)

1038.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2012-03-01 · GNU C++ (first AC) · Tags: combinatorics, graphs

[gen's solution](#)

1039.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2010-07-11 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[gen's solution](#)

1040.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp,

hashing, strings

[gen's solution](#)

1041.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[gen's solution](#)

1042.

528C

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

Rating: 2600 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[gen's solution](#)

1043.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[gen's solution](#)

1044.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-09-12 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing

[gen's solution](#)

1045.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: dp, graphs

[gen's solution](#)

1046.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2012-07-26 · GNU C++ (first AC) · Tags: binary search, geometry

[gen's solution](#)

1047.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2011-09-18 · GNU C++ (first AC) · Tags: dp, expression parsing, implementation

[gen's solution](#)

1048.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: brute force, dp

[gen's solution](#)

1049.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2011-07-31 · last AC: 2011-07-31 · Java 6 (first AC) · Tags: greedy

[gen's solution](#)

1050.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2011-07-25 · Java 6 (first AC) · Tags: geometry

[gen's solution](#)

1051.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation
[gen's solution](#)

1052.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[gen's solution](#)

1053.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-08-13 · last AC: 2012-08-13 · GNU C++ (first AC) · Tags: data structures, hashing, strings
[gen's solution](#)

1054.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: data structures, dsu, trees
[gen's solution](#)

1055.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: dp
[gen's solution](#)

1056.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math
[gen's solution](#)

1057.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1058.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1059.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —
[gen's solution](#)

1060.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1061.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1062.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1063.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —
[gen's solution](#)

1064.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1065.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —
[gen's solution](#)

1066.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1067.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1068.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1069.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1070.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1071.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1072.

100438G

[How do spiders walk on water?](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-12 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1073.

100438C

[LCM Pair Sum](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-12 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1074.

100438A

[Beehives](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-12 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1075.

100438B

[Bits Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-12 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1076.

100032E

[Awticulation disowdews](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1077.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1078.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1079.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1080.

100263L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1081.

100263H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1082.

100263I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1083.

100263K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1084.

100263F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1085.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1086.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1087.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1088.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1089.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1090.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1091.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1092.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1093.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1094.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1095.

100149I

[AS\\$G1CT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1096.

100149G

[B\\$5DcB CÔ0 D\\$CCô>D BDÀ](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1097.

100149E

[A4DriaD :Cä?](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1098.

100149D

[B10CäD°](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1099.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1100.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1101.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1102.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1103.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1104.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1105.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1106.

100090C

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

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1107.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1108.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1109.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1110.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1111.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1112.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1113.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1114.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1115.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1116.

100030E

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

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1117.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1118.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1119.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1120.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1121.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1122.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1123.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1124.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1125.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1126.

100002I

[Inlay Cutters](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1127.

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1128.

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1129.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1130.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1131.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)

1132.

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: —
[gen's solution](#)