

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

<https://cfelitetracker.vercel.app>

Unique solved — glebushka98

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

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

Filters: none

Count: 664

1.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)
[glebushka98's solution](#)

2.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)
[glebushka98's solution](#)

3.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [sortings](#), [strings](#)
[glebushka98's solution](#)

4.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)
[glebushka98's solution](#)

5.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)
[glebushka98's solution](#)

6.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [implementation](#)
[glebushka98's solution](#)

7.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#)
[glebushka98's solution](#)

8.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: [*special](#), [implementation](#), [sortings](#)
[glebushka98's solution](#)

9.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-02-21 · MS C++ (first AC) · Tags: [implementation](#), [math](#)
[glebushka98's solution](#)

10.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, math
[glebushka98's solution](#)

11.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: brute force, implementation
[glebushka98's solution](#)

12.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[glebushka98's solution](#)

13.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,127 global accepts · Rating: 800 · first AC: 2014-11-11 · MS C++ (first AC) · Tags: implementation, math
[glebushka98's solution](#)

14.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,919 global accepts · Rating: 800 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

15.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2014-07-18 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

16.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,501 global accepts · Rating: 800 · first AC: 2014-06-06 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[glebushka98's solution](#)

17.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,231 global accepts · Rating: 800 · first AC: 2014-05-03 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

18.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2014-04-29 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

19.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · MS C++ (first AC) · Tags: *special, implementation
[glebushka98's solution](#)

20.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: implementation, math
[glebushka98's solution](#)

21.

386A

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

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: implementation

[glebushka98's solution](#)

22.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[glebushka98's solution](#)

23.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[glebushka98's solution](#)

24.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[glebushka98's solution](#)

25.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[glebushka98's solution](#)

26.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[glebushka98's solution](#)

27.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[glebushka98's solution](#)

28.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[glebushka98's solution](#)

29.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[glebushka98's solution](#)

30.

611A

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

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

[glebushka98's solution](#)

31.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: implementation, strings

[glebushka98's solution](#)

32.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-04-21 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

33.

465A

[inc ARG](#) · [Tutorial](#)

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

[glebushka98's solution](#)

34.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-21 · MS C++ (first AC) · Tags: brute force, implementation, math

[glebushka98's solution](#)

35.

415A

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

Quality: 9,590 global accepts · Rating: 900 · first AC: 2014-08-19 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

36.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2014-07-24 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

37.

412B

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

Quality: 6,356 global accepts · Rating: 900 · first AC: 2014-04-18 · MS C++ (first AC) · Tags: greedy, sortings

[glebushka98's solution](#)

38.

412A

[Poster](#) · [Tutorial](#)

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

[glebushka98's solution](#)

39.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[glebushka98's solution](#)

40.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[glebushka98's solution](#)

41.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[glebushka98's solution](#)

42.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[glebushka98's solution](#)

43.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[glebushka98's solution](#)

44.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[glebushka98's solution](#)

45.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[glebushka98's solution](#)

46.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[glebushka98's solution](#)

47.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[glebushka98's solution](#)

48.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

49.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

50.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · MS C++ (first AC) · Tags: *special, constructive algorithms

[glebushka98's solution](#)

51.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · MS C++ (first AC) · Tags: *special, constructive algorithms, implementation

[glebushka98's solution](#)

52.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-02-21 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

53.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[glebushka98's solution](#)

54.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[glebushka98's solution](#)

55.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

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

[glebushka98's solution](#)

56.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: implementation

[glebushka98's solution](#)

57.

400A

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

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: implementation

[glebushka98's solution](#)

58.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,262 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: implementation

[glebushka98's solution](#)

59.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-10-16 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[glebushka98's solution](#)

60.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[glebushka98's solution](#)

61.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[glebushka98's solution](#)

62.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[glebushka98's solution](#)

63.

799A

[Carrot Cakes](#) · [Tutorial](#)

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

[glebushka98's solution](#)

64.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: math

[glebushka98's solution](#)

65.

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-04-21 · MS C++ (first AC) · Tags: data structures, implementation, sortings

[glebushka98's solution](#)

66.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math
[glebushka98's solution](#)

67.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · MS C++ (first AC) · Tags: brute force
[glebushka98's solution](#)

68.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-20 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

69.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

70.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · MS C++ (first AC) · Tags: brute force, implementation, math
[glebushka98's solution](#)

71.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-03 · MS C++ (first AC) · Tags: data structures, implementation
[glebushka98's solution](#)

72.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[glebushka98's solution](#)

73.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[glebushka98's solution](#)

74.

1121B

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

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[glebushka98's solution](#)

75.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[glebushka98's solution](#)

76.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[glebushka98's solution](#)

77.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[glebushka98's solution](#)

78.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[glebushka98's solution](#)

79.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[glebushka98's solution](#)

80.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[glebushka98's solution](#)

81.

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[glebushka98's solution](#)

82.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

83.

645B

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

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

[glebushka98's solution](#)

84.

645A

[Amity Assessment](#) · [Tutorial](#)

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

[glebushka98's solution](#)

85.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,841 global accepts · Rating: 1200 · first AC: 2016-03-13 · MS C++ (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[glebushka98's solution](#)

86.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

87.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2015-04-22 · MS C++ (first AC) · Tags: greedy, implementation
[glebushka98's solution](#)

88.

523A

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

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · MS C++ (first AC) · Tags: *special, implementation
[glebushka98's solution](#)

89.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-11-17 · MS C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[glebushka98's solution](#)

90.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[glebushka98's solution](#)

91.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · MS C++ (first AC) · Tags: brute force, implementation
[glebushka98's solution](#)

92.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: greedy, sortings
[glebushka98's solution](#)

93.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

94.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,858 global accepts · Rating: 1200 · first AC: 2014-07-22 · MS C++ (first AC) · Tags: dp, implementation, sortings
[glebushka98's solution](#)

95.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

96.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · MS C++ (first AC) · Tags: implementation, strings
[glebushka98's solution](#)

97.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: greedy, implementation, math
[glebushka98's solution](#)

98.

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: brute force, implementation, schedules
[glebushka98's solution](#)

99.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation
[glebushka98's solution](#)

100.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation
[glebushka98's solution](#)

101.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[glebushka98's solution](#)

102.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[glebushka98's solution](#)

103.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[glebushka98's solution](#)

104.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[glebushka98's solution](#)

105.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[glebushka98's solution](#)

106.

929B

[AÄ5D>BC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[glebushka98's solution](#)

107.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, strings
[glebushka98's solution](#)

108.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: constructive algorithms, dp, math
[glebushka98's solution](#)

109.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[glebushka98's solution](#)

110.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[glebushka98's solution](#)

111.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2015-04-29 · MS C++ (first AC) · Tags: brute force, greedy
[glebushka98's solution](#)

112.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-04-21 · MS C++ (first AC) · Tags: greedy, implementation, math, number theory
[glebushka98's solution](#)

113.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-18 · MS C++ (first AC) · Tags: brute force, implementation
[glebushka98's solution](#)

114.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[glebushka98's solution](#)

115.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · MS C++ (first AC) · Tags: greedy, math, strings
[glebushka98's solution](#)

116.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · MS C++ (first AC) · Tags: greedy, hashing, implementation
[glebushka98's solution](#)

117.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,259 global accepts · Rating: 1300 · first AC: 2014-10-20 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[glebushka98's solution](#)

118.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-08-29 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

119.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,486 global accepts · Rating: 1300 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: combinatorics, implementation, sortings
[glebushka98's solution](#)

120.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2014-07-24 · MS C++ (first AC) · Tags: implementation, sortings

[glebushka98's solution](#)

121.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

122.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[glebushka98's solution](#)

123.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[glebushka98's solution](#)

124.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[glebushka98's solution](#)

125.

929A

[A to C](#) · [B to C](#) · [C to D](#) · [D to C](#) · [C to D](#) · [D to C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: *special, greedy, implementation

[glebushka98's solution](#)

126.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[glebushka98's solution](#)

127.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[glebushka98's solution](#)

128.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[glebushka98's solution](#)

129.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · last AC: 2016-04-25 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

130.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[glebushka98's solution](#)

131.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: brute force, constructive algorithms
[glebushka98's solution](#)

132.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-05-04 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[glebushka98's solution](#)

133.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-05-04 · MS C++ (first AC) · Tags: brute force, implementation

[glebushka98's solution](#)

134.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2015-04-29 · MS C++ (first AC) · Tags: implementation, math, matrices

[glebushka98's solution](#)

135.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-04-22 · MS C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[glebushka98's solution](#)

136.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-18 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation

[glebushka98's solution](#)

137.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · MS C++ (first AC) · Tags: *special, greedy

[glebushka98's solution](#)

138.

516A

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

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

[glebushka98's solution](#)

139.

513B1

[Permutations](#) · [Tutorial](#)

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

[glebushka98's solution](#)

140.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2014-11-17 · MS C++ (first AC) · Tags: dp, greedy, implementation

[glebushka98's solution](#)

141.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-21 · MS C++ (first AC) · Tags: greedy, sortings

[glebushka98's solution](#)

142.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2014-08-29 · MS C++ (first AC) · Tags: graphs, greedy, sortings
[glebushka98's solution](#)

143.

415D

[Mashmoxh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-08-19 · MS C++ (first AC) · Tags: combinatorics, dp, number theory
[glebushka98's solution](#)

144.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-18 · MS C++ (first AC) · Tags: implementation, strings
[glebushka98's solution](#)

145.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-04-20 · MS C++ (first AC) · Tags: greedy, math
[glebushka98's solution](#)

146.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2014-04-17 · MS C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[glebushka98's solution](#)

147.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2014-04-17 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

148.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: brute force, implementation
[glebushka98's solution](#)

149.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation
[glebushka98's solution](#)

150.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: greedy, sortings
[glebushka98's solution](#)

151.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[glebushka98's solution](#)

152.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation, two pointers

[glebushka98's solution](#)

153.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[glebushka98's solution](#)

154.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[glebushka98's solution](#)

155.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[glebushka98's solution](#)

156.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[glebushka98's solution](#)

157.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[glebushka98's solution](#)

158.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[glebushka98's solution](#)

159.

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[glebushka98's solution](#)

160.

724B

[Batch Sort](#) · [Tutorial](#)

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

[glebushka98's solution](#)

161.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[glebushka98's solution](#)

162.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[glebushka98's solution](#)

163.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-04-26 · Java 8 (first AC) · Tags: data structures, implementation
[glebushka98's solution](#)

164.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: dp, math, number theory
[glebushka98's solution](#)

165.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-02-21 · MS C++ (first AC) · Tags: greedy
[glebushka98's solution](#)

166.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, implementation
[glebushka98's solution](#)

167.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[glebushka98's solution](#)

168.

576A

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

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: math, number theory
[glebushka98's solution](#)

169.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-08-06 · MS C++ (first AC) · Tags: implementation
[glebushka98's solution](#)

170.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-29 · MS C++ (first AC) · Tags: combinatorics, dp, math
[glebushka98's solution](#)

171.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-15 · MS C++ (first AC) · Tags: *special, implementation
[glebushka98's solution](#)

172.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · MS C++ (first AC) · Tags: greedy
[glebushka98's solution](#)

173.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: dsu, implementation
[glebushka98's solution](#)

174.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-09-23 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math
[glebushka98's solution](#)

175.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2014-08-29 · MS C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings
[glebushka98's solution](#)

176.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-21 · MS C++ (first AC) · Tags: brute force, implementation, math, number theory
[glebushka98's solution](#)

177.

415C

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

Rating: 1500 · first AC: 2014-08-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory
[glebushka98's solution](#)

178.

415B

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

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-08-19 · MS C++ (first AC) · Tags: binary search, greedy, implementation, math
[glebushka98's solution](#)

179.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-18 · MS C++ (first AC) · Tags: dp
[glebushka98's solution](#)

180.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-28 · MS C++ (first AC) · Tags: greedy
[glebushka98's solution](#)

181.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-28 · MS C++ (first AC) · Tags: brute force, sortings
[glebushka98's solution](#)

182.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-04-17 · MS C++ (first AC) · Tags: dp, implementation, math
[glebushka98's solution](#)

183.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · MS C++ (first AC) · Tags: implementation, math
[glebushka98's solution](#)

184.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: implementation, math
[glebushka98's solution](#)

185.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[glebushka98's solution](#)

186.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[glebushka98's solution](#)

187.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[glebushka98's solution](#)

188.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[glebushka98's solution](#)

189.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[glebushka98's solution](#)

190.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[glebushka98's solution](#)

191.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[glebushka98's solution](#)

192.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[glebushka98's solution](#)

193.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[glebushka98's solution](#)

194.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[glebushka98's solution](#)

195.

781A

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

Rating: 1600 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[glebushka98's solution](#)

196.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[glebushka98's solution](#)

197.

639B

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

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

[glebushka98's solution](#)

198.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: binary search, two pointers

[glebushka98's solution](#)

199.

637D

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

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

[glebushka98's solution](#)

200.

626C

[Block Towers](#) · [Tutorial](#)

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

[glebushka98's solution](#)

201.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[glebushka98's solution](#)

202.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: dp, greedy, math

[glebushka98's solution](#)

203.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[glebushka98's solution](#)

204.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,873 global accepts · Rating: 1600 · first AC: 2015-11-24 · last AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[glebushka98's solution](#)

205.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-25 · MS C++ (first AC) · Tags: brute force, geometry, math

[glebushka98's solution](#)

206.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-05-04 · MS C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[glebushka98's solution](#)

207.

524A

[A\\$>Ct=Ci&CÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C"ô](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

208.

523D

[Statistics of Recompressing Videos · Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · MS C++ (first AC) · Tags: *special, data structures, implementation

[glebushka98's solution](#)

209.

508C

[Anya and Ghosts · Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[glebushka98's solution](#)

210.

500C

[New Year Book Reading · Tutorial](#)

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

[glebushka98's solution](#)

211.

500B

[New Year Permutation · Tutorial](#)

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

[glebushka98's solution](#)

212.

431C

[k-Tree · Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2014-07-22 · MS C++ (first AC) · Tags: dp, implementation, trees

[glebushka98's solution](#)

213.

446A

[DZY Loves Sequences · Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-21 · MS C++ (first AC) · Tags: dp, implementation, two pointers

[glebushka98's solution](#)

214.

408C

[Triangle · Tutorial](#)

Rating: 1600 · first AC: 2014-07-07 · MS C++ (first AC) · Tags: geometry, math

[glebushka98's solution](#)

215.

343A

[Rational Resistance · Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: math, number theory

[glebushka98's solution](#)

216.

444A

[DZY Loves Physics · Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: greedy, math

[glebushka98's solution](#)

217.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · MS C++ (first AC) · Tags: implementation

[glebushka98's solution](#)

218.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,499 global accepts · Rating: 1600 · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: binary search, brute force

[glebushka98's solution](#)

219.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[glebushka98's solution](#)

220.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[glebushka98's solution](#)

221.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[glebushka98's solution](#)

222.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[glebushka98's solution](#)

223.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[glebushka98's solution](#)

224.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[glebushka98's solution](#)

225.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[glebushka98's solution](#)

226.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[glebushka98's solution](#)

227.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math, number theory

[glebushka98's solution](#)

228.

929C

[A Problem About Cyclic Permutations](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[glebushka98's solution](#)

229.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[glebushka98's solution](#)

230.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[glebushka98's solution](#)

231.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[glebushka98's solution](#)

232.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[glebushka98's solution](#)

233.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[glebushka98's solution](#)

234.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[glebushka98's solution](#)

235.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · MS C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[glebushka98's solution](#)

236.

632C

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

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: sortings, strings

[glebushka98's solution](#)

237.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number

theory

[glebushka98's solution](#)

238.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[glebushka98's solution](#)

239.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: brute force, greedy

[glebushka98's solution](#)

240.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: geometry, math

[glebushka98's solution](#)

241.

575D

[Tablecity](#) · [Tutorial](#)

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

[glebushka98's solution](#)

242.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-29 · MS C++ (first AC) · Tags: implementation, math

[glebushka98's solution](#)

243.

532C

[Board Game](#) · [Tutorial](#)

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

[glebushka98's solution](#)

244.

524B

[BD>D\\$> CÔO CÔOCÄOD\\$! 2 \(round version\)](#) · [Tutorial](#)

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

[glebushka98's solution](#)

245.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2015-01-03 · MS C++ (first AC) · Tags: geometry

[glebushka98's solution](#)

246.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: brute force, math, number theory, strings

[glebushka98's solution](#)

247.

489D

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

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

[glebushka98's solution](#)

248.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · MS C++ (first AC) · Tags: brute force, greedy, implementation
[glebushka98's solution](#)

249.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-22 · MS C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[glebushka98's solution](#)

250.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: dp, implementation
[glebushka98's solution](#)

251.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-21 · MS C++ (first AC) · Tags: binary search, data structures, greedy
[glebushka98's solution](#)

252.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-18 · MS C++ (first AC) · Tags: math
[glebushka98's solution](#)

253.

451C

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

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · MS C++ (first AC) · Tags: brute force, implementation, math
[glebushka98's solution](#)

254.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · MS C++ (first AC) · Tags: greedy, math
[glebushka98's solution](#)

255.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2014-07-19 · MS C++ (first AC) · Tags: constructive algorithms, dp, math
[glebushka98's solution](#)

256.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2014-07-14 · MS C++ (first AC) · Tags: geometry, math
[glebushka98's solution](#)

257.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,897 global accepts · Rating: 1700 · first AC: 2014-05-03 · MS C++ (first AC) · Tags: dfs and similar, graphs, two pointers
[glebushka98's solution](#)

258.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · MS C++ (first AC) · Tags: *special, implementation
[glebushka98's solution](#)

259.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: games

[glebushka98's solution](#)

260.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[glebushka98's solution](#)

261.

1053A

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

Rating: 1800 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[glebushka98's solution](#)

262.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[glebushka98's solution](#)

263.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[glebushka98's solution](#)

264.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[glebushka98's solution](#)

265.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[glebushka98's solution](#)

266.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[glebushka98's solution](#)

267.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[glebushka98's solution](#)

268.

799C

[Fountains](#) · [Tutorial](#)

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

[glebushka98's solution](#)

269.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[glebushka98's solution](#)

270.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[glebushka98's solution](#)

271.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[glebushka98's solution](#)

272.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[glebushka98's solution](#)

273.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[glebushka98's solution](#)

274.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[glebushka98's solution](#)

275.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: data structures, trees

[glebushka98's solution](#)

276.

641C

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

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

[glebushka98's solution](#)

277.

645D

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

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: binary search, dp, graphs

[glebushka98's solution](#)

278.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities

[glebushka98's solution](#)

279.

623A

[Graph and String](#) · [Tutorial](#)

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

[glebushka98's solution](#)

280.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[glebushka98's solution](#)

281.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · MS C++ (first AC) · Tags: combinatorics, dp, math, number theory
[glebushka98's solution](#)

282.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-04-21 · MS C++ (first AC) · Tags: data structures, dp, two pointers
[glebushka98's solution](#)

283.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers
[glebushka98's solution](#)

284.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[glebushka98's solution](#)

285.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, math
[glebushka98's solution](#)

286.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-20 · MS C++ (first AC) · Tags: greedy
[glebushka98's solution](#)

287.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: data structures, divide and conquer, sortings
[glebushka98's solution](#)

288.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2014-07-19 · MS C++ (first AC) · Tags: greedy, sortings
[glebushka98's solution](#)

289.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-18 · MS C++ (first AC) · Tags: binary search, brute force
[glebushka98's solution](#)

290.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2014-07-15 · MS C++ (first AC) · Tags: binary search, data structures, greedy
[glebushka98's solution](#)

291.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2014-07-15 · MS C++ (first AC) · Tags: brute force, greedy, implementation
[glebushka98's solution](#)

292.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-30 · last AC: 2014-06-30 · MS C++ (first AC) · Tags: dsu, graphs, greedy, trees
[glebushka98's solution](#)

293.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings
[glebushka98's solution](#)

294.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[glebushka98's solution](#)

295.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[glebushka98's solution](#)

296.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[glebushka98's solution](#)

297.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[glebushka98's solution](#)

298.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[glebushka98's solution](#)

299.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[glebushka98's solution](#)

300.

1121D

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[glebushka98's solution](#)

301.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[glebushka98's solution](#)

302.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[glebushka98's solution](#)

303.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[glebushka98's solution](#)

304.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
[glebushka98's solution](#)

305.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[glebushka98's solution](#)

306.

781B

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

Rating: 1900 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
[glebushka98's solution](#)

307.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · MS C++ (first AC) · Tags: data structures, greedy, strings
[glebushka98's solution](#)

308.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dp
[glebushka98's solution](#)

309.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2016-04-26 · Java 8 (first AC) · Tags: binary search, data structures
[glebushka98's solution](#)

310.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: brute force, implementation
[glebushka98's solution](#)

311.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, dsu
[glebushka98's solution](#)

312.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices
[glebushka98's solution](#)

313.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[glebushka98's solution](#)

314.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-29 · MS C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[glebushka98's solution](#)

315.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-29 · MS C++ (first AC) · Tags: binary search, data structures, dp, dsu

[glebushka98's solution](#)

316.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[glebushka98's solution](#)

317.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[glebushka98's solution](#)

318.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-09-10 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[glebushka98's solution](#)

319.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-08-30 · MS C++ (first AC) · Tags: greedy, hashing, implementation

[glebushka98's solution](#)

320.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: dp, sortings

[glebushka98's solution](#)

321.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, math

[glebushka98's solution](#)

322.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-18 · MS C++ (first AC) · Tags: divide and conquer, dp, greedy

[glebushka98's solution](#)

323.

412E

[E-mail Addresses](#) · [Tutorial](#)

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

[glebushka98's solution](#)

324.

342C

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

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: geometry

[glebushka98's solution](#)

325.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2014-01-15 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[glebushka98's solution](#)

326.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[glebushka98's solution](#)

327.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[glebushka98's solution](#)

328.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[glebushka98's solution](#)

329.

1053B

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

Rating: 2000 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[glebushka98's solution](#)

330.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[glebushka98's solution](#)

331.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[glebushka98's solution](#)

332.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[glebushka98's solution](#)

333.

641E

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

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: data structures

[glebushka98's solution](#)

334.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[glebushka98's solution](#)

335.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[glebushka98's solution](#)

336.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, hashing, strings

[glebushka98's solution](#)

337.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-12-25 · MS C++ (first AC) · Tags: constructive algorithms, graphs, math

[glebushka98's solution](#)

338.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[glebushka98's solution](#)

339.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: ternary search

[glebushka98's solution](#)

340.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-28 · MS C++ (first AC) · Tags: dp, greedy, sortings

[glebushka98's solution](#)

341.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-08-06 · MS C++ (first AC) · Tags: data structures, greedy, sortings

[glebushka98's solution](#)

342.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-04-22 · MS C++ (first AC) · Tags: binary search, data structures, two pointers

[glebushka98's solution](#)

343.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 2000 · first AC: 2015-04-22 · MS C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[glebushka98's solution](#)

344.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-18 · MS C++ (first AC) · Tags: brute force, greedy, math

[glebushka98's solution](#)

345.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

346.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[glebushka98's solution](#)

347.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2015-02-10 · MS C++ (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[glebushka98's solution](#)

348.

513C

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

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

[glebushka98's solution](#)

349.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: math, strings

[glebushka98's solution](#)

350.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: dp, greedy, implementation

[glebushka98's solution](#)

351.

494B

[Obsessive String](#) · [Tutorial](#)

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

[glebushka98's solution](#)

352.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-24 · MS C++ (first AC) · Tags: binary search, brute force, greedy, implementation

[glebushka98's solution](#)

353.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-20 · MS C++ (first AC) · Tags: dp

[glebushka98's solution](#)

354.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-28 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[glebushka98's solution](#)

355.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-07-25 · MS C++ (first AC) · Tags: math

[glebushka98's solution](#)

356.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2014-05-04 · MS C++ (first AC) · Tags: greedy, implementation, math, ternary search
[glebushka98's solution](#)

357.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-18 · MS C++ (first AC) · Tags: dfs and similar
[glebushka98's solution](#)

358.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-11 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[glebushka98's solution](#)

359.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[glebushka98's solution](#)

360.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[glebushka98's solution](#)

361.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[glebushka98's solution](#)

362.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees
[glebushka98's solution](#)

363.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[glebushka98's solution](#)

364.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[glebushka98's solution](#)

365.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[glebushka98's solution](#)

366.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[glebushka98's solution](#)

367.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[glebushka98's solution](#)

368.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[glebushka98's solution](#)

369.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees
[glebushka98's solution](#)

370.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[glebushka98's solution](#)

371.

776E

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

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: math, number theory
[glebushka98's solution](#)

372.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[glebushka98's solution](#)

373.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[glebushka98's solution](#)

374.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: brute force, math, number theory
[glebushka98's solution](#)

375.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[glebushka98's solution](#)

376.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-12-25 · MS C++ (first AC) · Tags: dp, greedy
[glebushka98's solution](#)

377.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2015-12-21 · last AC: 2015-12-21 · MS C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[glebushka98's solution](#)

378.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: binary search, math

[glebushka98's solution](#)

379.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[glebushka98's solution](#)

380.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[glebushka98's solution](#)

381.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[glebushka98's solution](#)

382.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2015-01-04 · MS C++ (first AC) · Tags: flows, graph matchings, number theory

[glebushka98's solution](#)

383.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · MS C++ (first AC) · Tags: combinatorics, dp

[glebushka98's solution](#)

384.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · MS C++ (first AC) · Tags: dfs and similar, dp, math, trees

[glebushka98's solution](#)

385.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-07-22 · MS C++ (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[glebushka98's solution](#)

386.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-07-21 · MS C++ (first AC) · Tags: combinatorics, dp, math

[glebushka98's solution](#)

387.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[glebushka98's solution](#)

388.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[glebushka98's solution](#)

389.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[glebushka98's solution](#)

390.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · last AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[glebushka98's solution](#)

391.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[glebushka98's solution](#)

392.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[glebushka98's solution](#)

393.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[glebushka98's solution](#)

394.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[glebushka98's solution](#)

395.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[glebushka98's solution](#)

396.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[glebushka98's solution](#)

397.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[glebushka98's solution](#)

398.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: binary search, flows, graphs
[glebushka98's solution](#)

399.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: dp, greedy, strings
[glebushka98's solution](#)

400.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-02-21 · MS C++ (first AC) · Tags: binary search, two pointers
[glebushka98's solution](#)

401.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: games, math
[glebushka98's solution](#)

402.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: games
[glebushka98's solution](#)

403.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[glebushka98's solution](#)

404.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-08-06 · MS C++ (first AC) · Tags: data structures
[glebushka98's solution](#)

405.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-29 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math
[glebushka98's solution](#)

406.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-18 · MS C++ (first AC) · Tags: hashing, string suffix structures, strings
[glebushka98's solution](#)

407.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: constructive algorithms, math
[glebushka98's solution](#)

408.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2014-11-26 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[glebushka98's solution](#)

409.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-29 · MS C++ (first AC) · Tags: data structures, implementation
[glebushka98's solution](#)

410.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[glebushka98's solution](#)

411.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory
[glebushka98's solution](#)

412.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings
[glebushka98's solution](#)

413.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-24 · last AC: 2017-03-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[glebushka98's solution](#)

414.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
[glebushka98's solution](#)

415.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[glebushka98's solution](#)

416.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees
[glebushka98's solution](#)

417.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · MS C++ (first AC) · Tags: dp, greedy, number theory
[glebushka98's solution](#)

418.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[glebushka98's solution](#)

419.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[glebushka98's solution](#)

420.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2015-02-18 · MS C++ (first AC) · Tags: data structures

[glebushka98's solution](#)

421.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-02 · MS C++ (first AC) · Tags: data structures, dp, dsu

[glebushka98's solution](#)

422.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-12-14 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory

[glebushka98's solution](#)

423.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-19 · last AC: 2014-11-19 · MS C++ (first AC) · Tags: binary search, dp

[glebushka98's solution](#)

424.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[glebushka98's solution](#)

425.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[glebushka98's solution](#)

426.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[glebushka98's solution](#)

427.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[glebushka98's solution](#)

428.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[glebushka98's solution](#)

429.

781D

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

Rating: 2400 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[glebushka98's solution](#)

430.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-23 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees
[glebushka98's solution](#)

431.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-03-22 · MS C++ (first AC) · Tags: dp
[glebushka98's solution](#)

432.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2016-03-07 · last AC: 2016-03-19 · MS C++ (first AC) · Tags: divide and conquer, dp, fft, math
[glebushka98's solution](#)

433.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: data structures, sortings
[glebushka98's solution](#)

434.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: data structures, greedy, sortings
[glebushka98's solution](#)

435.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-12-25 · MS C++ (first AC) · Tags: data structures, sortings
[glebushka98's solution](#)

436.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · MS C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[glebushka98's solution](#)

437.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-01-04 · MS C++ (first AC) · Tags: data structures, dp, number theory
[glebushka98's solution](#)

438.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[glebushka98's solution](#)

439.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

440.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dp

[glebushka98's solution](#)

441.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[glebushka98's solution](#)

442.

566G

[Max and Min · Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2016-03-05 · last AC: 2016-03-05 · GNU C++11 (first AC) · Tags: geometry

[glebushka98's solution](#)

443.

605D

[Board Game · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-22 · MS C++ (first AC) · Tags: data structures, dfs and similar

[glebushka98's solution](#)

444.

504C

[Misha and Palindrome Degree · Tutorial](#)

Rating: 2500 · first AC: 2015-12-19 · MS C++ (first AC) · Tags: implementation, math

[glebushka98's solution](#)

445.

571C

[CNF 2 · Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-29 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[glebushka98's solution](#)

446.

508D

[Tanya and Password · Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-28 · MS C++ (first AC) · Tags: dfs and similar, graphs

[glebushka98's solution](#)

447.

449C

[Jzzhu and Apples · Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-20 · MS C++ (first AC) · Tags: constructive algorithms, number theory

[glebushka98's solution](#)

448.

653F

[Paper task · Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[glebushka98's solution](#)

449.

542D

[Superhero's Job · Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-12-28 · MS C++ (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[glebushka98's solution](#)

450.

616F

[Expensive Strings · Tutorial](#)

Quality: 723 global accepts · Rating: 2700 · first AC: 2017-08-12 · last AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[glebushka98's solution](#)

451.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[glebushka98's solution](#)

452.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[glebushka98's solution](#)

453.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[glebushka98's solution](#)

454.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-18 · last AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[glebushka98's solution](#)

455.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[glebushka98's solution](#)

456.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[glebushka98's solution](#)

457.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[glebushka98's solution](#)

458.

101612L

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

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[glebushka98's solution](#)

459.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[glebushka98's solution](#)

460.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[glebushka98's solution](#)

461.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[glebushka98's solution](#)

462.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

463.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

464.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

465.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

466.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

467.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

468.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

469.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

470.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

471.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

472.

101611A

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

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

473.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

474.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

475.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

476.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[glebushka98's solution](#)

477.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

478.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

479.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

480.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

481.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

482.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

483.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

484.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

485.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

486.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

487.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

488.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

489.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

490.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

491.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

492.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

493.

100416B

[A&C05D\\$:C€](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

494.

100416C

[ASDD8C FC,,>CÔ=D'9 CÔ8CÀ](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

495.

100416A

[B.T.O.C.D.C](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

496.

101355D

[Red-Black Tree](#) · Tutorial

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

497.

101355C

[Bad Order](#) · Tutorial

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

498.

101355B

[Least Common Multiple](#) · Tutorial

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

499.

101355A

[Very Important Persons](#) · Tutorial

Rating: — · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

500.

101300A

[Wildfire](#) · Tutorial

Rating: — · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

501.

101026E

[Money Exchange](#) · Tutorial

Rating: — · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

502.

101026C

[Binary Tree](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

503.

101026B

[Centipede](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

504.

101026A

[Important Test](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

505.

100850J

[A@C&A\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[glebushka98's solution](#)

506.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2016-10-12 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

507.

100850H

[AäBDiQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[glebushka98's solution](#)

508.

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2016-10-12 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

509.

100850A

[A 3D>8Ô>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[glebushka98's solution](#)

510.

100850F

[B 10C&Cö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[glebushka98's solution](#)

511.

100377J

[Petya and rectangles · Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

512.

100377E

[LinearMapReduce · Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

513.

100377F

[Circles and trees · Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

514.

100377H

[Petya and arrays · Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

515.

100377I

[Petya and arrays 2 · Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

516.

100633F

[Beautiful sums · Tutorial](#)

Rating: — · first AC: 2016-05-23 · Java 8 (first AC) · Tags: —

[glebushka98's solution](#)

517.

100633J

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

518.

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

519.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

520.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

521.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

522.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

523.

100454C

[A:00>D0D\\$>D =C O Cô> DD8Ct8C#5](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

524.

100454D

[A:5C0A D\\$@D4:D\\$>D ?C,,;](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

525.

100454B

[AÔU6D0C'5C#>C' CÄ0Ct>CÔ:CP](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

526.

100454A

[B U0C1ä@ Ct0CD0Dp](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

527.

100701D

[AD5C#0D BCä2D² 4CT@CT2DÄO](#)

Rating: — · first AC: 2016-04-18 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

528.

100701B

[B-001G,5CÔ8CR =C :Cä<C =CDK](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

529.

100701A

[A.,3D0iD > D BD >C#0CÄ8](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

530.

100773F

[Ad50f5Ct=C O CD>D >C40](#)

Rating: — · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

531.

100773C

[BÖ:100GÄ5CÒ 2 A @C,,BC =D :Cä9 D 0Ct2CT4C#5](#)

Rating: — · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

532.

100773G

[AD5D\\$0C´8](#)

Rating: — · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

533.

100773D

[AD>0f0Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

534.

100773E

[B UD CÖTBD² D48CD6C€](#)

Rating: — · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

535.

100773B

[AÄFOT?C´5CÔ8CP](#)

Rating: — · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

536.

100773I

[AÖ#C\\$>C @C =DdK](#)

Rating: — · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

537.

100773A

[Aö>Df0C B 2 C#8CÔ>](#)

Rating: — · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

538.

100801F

[Fygon · Tutorial](#)

Rating: — · first AC: 2015-12-02 · last AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

539.

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

540.

100801C

[Concatenation · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

541.

100801D

[Distribution in Metagonia · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

542.

100801H

[Hash Code Hacker · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

543.

100801B

[Black and White · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

544.

100801A

[Alex Origami Squares · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

545.

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

546.

100801E

[Easy Arithmetic · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

547.

100538A

[A>D>C B 2 C=0Ct8CÔ>](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

548.

100538B

[BD8Ct;D4;DÄBD4@CÔKC' 7C ;](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

549.

100538F

[A>D>C @](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

550.

100538J

[A.,3D0i0 > D BD >C#>C•](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

551.

100538C

[B·B00;0'0Cb A C#=#,3C <C€](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

552.

100538D

[BT#0i1C€](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

553.

100538I

[A0#D1gCT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

554.

100538G

[ADB0Ä0D 8 C#>CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

555.

100538E

[B40Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

556.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

557.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

558.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

559.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

560.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

561.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

562.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

563.

100796E

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

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

564.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

565.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

566.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

567.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

568.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

569.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

570.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

571.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

572.

100069J

[Java Certification](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

573.

100069F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

574.

100069D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

575.

100069H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

576.

100069B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

577.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

578.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

579.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

580.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

581.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

582.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

583.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

584.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

585.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

586.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

587.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

588.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

589.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

590.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

591.

100385I

[Beans gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-08 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

592.

100385O

[Competition](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-08 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

593.

100385A

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

Rating: — · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: —

[glebushka98's solution](#)

594.

100373D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

595.

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

596.

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

597.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

598.

100373H

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

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —
[glebushka98's solution](#)

599.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

600.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

601.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · last AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

602.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

603.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

604.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

605.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

606.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

607.

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

608.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

609.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

610.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

611.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

612.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

613.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

614.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

615.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

616.

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

617.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

618.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

619.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

620.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

621.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

622.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · last AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

623.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

624.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

625.

100411B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · last AC: 2015-06-12 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

626.

100132J

[B, 2014 0](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —
[glebushka98's solution](#)

627.

100132K

[A\\$0CÄ9C,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

628.

100132E

[A 7046T<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2015-06-01 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

629.

100132H

[B BD00Ô=D'9 C4>D >C@](#)

Rating: — · first AC: 2015-06-01 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

630.

100132D

[A 5D>CÔ>D 0CD:C€](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

631.

100132B

[B 70CäB,,GCTAC#0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

632.

100132I

[A D0,äCÔKC' ?C,,BCä=](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

633.

100132G

[B\\$Cö>D" :CäBCä2](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

634.

100132A

[B 50#0 <CÔKC' IC,,B](#)

Rating: — · first AC: 2015-06-01 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

635.

100033B

[B->D 5C\\$=Cä2C =C,,O Cö> Cö@Cä3D 0CÄ<C,,@Cä2C =C,,N](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

636.

100033G

[Aö@Cä1CT6C#8 Cö> AÄ0CÔEDÔBD\\$5CÔC](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

637.

100033I

[B 70CÄ#CD2Cä9D BC\\$5CÔ=D'9 CD>C#CCÄ5CÔB](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

638.

100033E

[A 4D>GÔ=D'5 Cα>C';C 9CD5D K](#)

Rating: — · first AC: 2015-05-19 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

639.

100033D

[BÔ;OTaD\\$@C,,GCTAD\\$2Cà](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

640.

100033H

[B ;CT4D4ND"5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2015-05-19 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

641.

100033K

[A@C'AC,,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[glebushka98's solution](#)

642.

100033F

[A&D&C,,GCTACα8CR 7C EC\\$0D\\$GC,,:C€](#)

Rating: — · first AC: 2015-05-19 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

643.

100397E

[AÄ50iαC =](#)

Rating: — · first AC: 2015-03-17 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

644.

100631C

[B\\$D&CTAD\\$2CT=CÔKC' ?C @C 4](#)

Rating: — · first AC: 2015-03-16 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

645.

100631B

[A&CÔBD >C'LCÔ0Dò 7C :D4?Cα0](#)

Rating: — · first AC: 2015-03-16 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

646.

100631A

[A\\$&Ct4D4HCÔKCR HC @C,,:C€](#)

Rating: — · first AC: 2015-03-16 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

647.

100628M

[The Cake is a Lie · Tutorial](#)

Rating: — · first AC: 2015-03-10 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

648.

100563D

[ASTZC&CÂ HC,,DD 0](#)

Rating: — · first AC: 2015-01-03 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

649.

100563B

[AÄ00ÔLDô:](#)

Rating: — · first AC: 2015-01-03 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

650.

100563C

[B,8DD@Cä2C=0](#)

Rating: — · first AC: 2015-01-03 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

651.

100563A

[A 5D BCÔ8Dd0](#)

Rating: — · first AC: 2015-01-03 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

652.

100296C

[A4=0ä&D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

653.

100296A

[Aä;CTri0, 4C\\$>C,,GCÔKCR ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

654.

100296E

[B\\$5C5DD>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

655.

100296H

[AÜD´8D´5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

656.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

657.

100296D

[Aö>C@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

658.

100296G

[Aö@C,7D°](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

659.

100296B

[A45D>CB´CP](#)

Rating: — · first AC: 2014-11-27 · MS C++ (first AC) · Tags: —

[glebushka98's solution](#)

660.

100516B

[A·NO8CÄ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2014-10-29 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

661.

100516A

[A4@CaD](#)

Rating: — · first AC: 2014-10-29 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

662.

100493A

[A·NO8CÄKCR GC,,AC`0](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

663.

100493C

[AÖ00çD 2 C @CÄ8Dà](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)

664.

100411A

[A· Tutorial](#)

Rating: — · first AC: 2014-07-01 · MS C++ (first AC) · Tags: —
[glebushka98's solution](#)