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1903A

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21.

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22.

1769A

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33.

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34.

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978A

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Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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106.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: implementation

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107.

946A

[Partition](#) · [Tutorial](#)

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108.

938A

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Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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109.

859A

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Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

110.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · PyPy 3 (first AC) · Tags: implementation

[greencis's solution](#)

111.

831B

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112.

835A

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

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113.

22A

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Quality: 27,084 global accepts · Rating: 800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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114.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

115.

678A

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Quality: 15,164 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation, math

[greencis's solution](#)

116.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

117.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation, math

[greencis's solution](#)

118.

732A

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Quality: 88,831 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[greencis's solution](#)

119.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation

[greencis's solution](#)

120.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation, math

[greencis's solution](#)

121.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation, math

[greencis's solution](#)

122.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

123.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation

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124.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation

[greencis's solution](#)

125.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

126.

599A

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

Quality: 31,437 global accepts · Rating: 800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

127.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2017-03-18 · Python 3 (first AC) · Tags: implementation

[greencis's solution](#)

128.

769A

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Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings

[greencis's solution](#)

129.

711A

[Bus to Udayland](#) · [Tutorial](#)

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

[greencis's solution](#)

130.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[greencis's solution](#)

131.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-25 · Python 3 (first AC) · Tags: math

[greencis's solution](#)

132.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[greencis's solution](#)

133.

630A

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

Quality: 93,506 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[greencis's solution](#)

134.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: math

[greencis's solution](#)

135.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

136.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

137.

421A

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

Quality: 6,884 global accepts · Rating: 800 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

138.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: brute force

[greencis's solution](#)

139.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[greencis's solution](#)

140.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 800 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

141.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: math, probabilities

[greencis's solution](#)

142.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

143.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

144.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: implementation, strings

[greencis's solution](#)

145.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,195 global accepts · Rating: 800 · first AC: 2015-06-17 · Python 3 (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

146.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

147.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[greencis's solution](#)

148.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

149.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[greencis's solution](#)

150.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,557 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

151.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: implementation, math

[greencis's solution](#)

152.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: math, number theory

[greencis's solution](#)

153.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[greencis's solution](#)

154.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation

[greencis's solution](#)

155.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

156.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,942 global accepts · Rating: 800 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

157.

443A

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

Quality: 112,038 global accepts · Rating: 800 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

158.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

159.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 800 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

160.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

161.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[greencis's solution](#)

162.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2013-11-01 · last AC: 2014-04-09 · GNU C++ (first AC) · Tags: brute force, math

[greencis's solution](#)

163.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

164.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,301 global accepts · Rating: 800 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

165.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

166.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

167.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,808 global accepts · Rating: 800 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[greencis's solution](#)

168.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2014-01-04 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

169.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,414 global accepts · Rating: 800 · first AC: 2014-01-04 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

170.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

171.

38A

[Army](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

172.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

173.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

174.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,775 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

175.

255A

[Greg's Workout](#) · [Tutorial](#)

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[greencis's solution](#)

176.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[greencis's solution](#)

177.

233A

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

Quality: 49,148 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

178.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: brute force, implementation

[greencis's solution](#)

179.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

180.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

181.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

182.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,670 global accepts · Rating: 800 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

183.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

184.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

185.

144A

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

Quality: 121,393 global accepts · Rating: 800 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

186.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

187.

155A

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

Quality: 93,661 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

188.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[greencis's solution](#)

189.

61A

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

Quality: 136,206 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

190.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

191.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

192.

266B

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

Quality: 166,073 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[greencis's solution](#)

193.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

194.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[greencis's solution](#)

195.

110A

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

Quality: 199,487 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

196.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[greencis's solution](#)

197.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,969 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

198.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

199.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[greencis's solution](#)

200.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

201.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,234 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

202.

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

203.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

204.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: brute force, greedy

[greencis's solution](#)

205.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

206.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: greedy, math

[greencis's solution](#)

207.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

208.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: *special, implementation

[greencis's solution](#)

209.

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: strings

[greencis's solution](#)

210.

214A

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

Quality: 42,916 global accepts · Rating: 800 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

211.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[greencis's solution](#)

212.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[greencis's solution](#)

213.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[greencis's solution](#)

214.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[greencis's solution](#)

215.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[greencis's solution](#)

216.

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

217.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[greencis's solution](#)

218.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy
[greencis's solution](#)

219.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

220.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[greencis's solution](#)

221.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings
[greencis's solution](#)

222.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[greencis's solution](#)

223.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[greencis's solution](#)

224.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[greencis's solution](#)

225.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,623 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[greencis's solution](#)

226.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[greencis's solution](#)

227.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[greencis's solution](#)

228.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[greencis's solution](#)

229.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[greencis's solution](#)

230.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[greencis's solution](#)

231.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[greencis's solution](#)

232.

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[greencis's solution](#)

233.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

234.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: greedy, math

[greencis's solution](#)

235.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[greencis's solution](#)

236.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[greencis's solution](#)

237.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[greencis's solution](#)

238.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

239.

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

240.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[greencis's solution](#)

241.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[greencis's solution](#)

242.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[greencis's solution](#)

243.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: greedy

[greencis's solution](#)

244.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

245.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-08 · Python 3 (first AC) · Tags: implementation, sortings

[greencis's solution](#)

246.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,202 global accepts · Rating: 900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[greencis's solution](#)

247.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

248.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[greencis's solution](#)

249.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[greencis's solution](#)

250.

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

251.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

252.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[greencis's solution](#)

253.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[greencis's solution](#)

254.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[greencis's solution](#)

255.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,460 global accepts · Rating: 900 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: sortings

[greencis's solution](#)

256.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: greedy

[greencis's solution](#)

257.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[greencis's solution](#)

258.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2015-07-03 · Python 3 (first AC) · Tags: brute force, geometry

[greencis's solution](#)

259.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[greencis's solution](#)

260.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

261.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

262.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

263.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation, strings

[greencis's solution](#)

264.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

265.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

266.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: implementation

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267.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

268.

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, math, strings

[greencis's solution](#)

269.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

270.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: greedy, implementation

[greencis's solution](#)

271.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

272.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

273.

412B

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

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

[greencis's solution](#)

274.

412A

[Poster](#) · [Tutorial](#)

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

[greencis's solution](#)

275.

199A

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

Quality: 30,288 global accepts · Rating: 900 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[greencis's solution](#)

276.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: geometry

[greencis's solution](#)

277.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

278.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[greencis's solution](#)

279.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

280.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

281.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

282.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,417 global accepts · Rating: 900 · first AC: 2014-01-04 · GNU C++ (first AC) · Tags: brute force, greedy

[greencis's solution](#)

283.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

284.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

285.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[greencis's solution](#)

286.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

287.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy

[greencis's solution](#)

288.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: strings

[greencis's solution](#)

289.

373A

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

Quality: 11,465 global accepts · Rating: 900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

290.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: math, number theory

[greencis's solution](#)

291.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,985 global accepts · Rating: 900 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

292.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: math

[greencis's solution](#)

293.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

294.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation, number theory

[greencis's solution](#)

295.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, sortings

[greencis's solution](#)

296.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

297.

369A

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

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

[greencis's solution](#)

298.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

299.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[greencis's solution](#)

300.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[greencis's solution](#)

301.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

302.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[greencis's solution](#)

303.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[greencis's solution](#)

304.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[greencis's solution](#)

305.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[greencis's solution](#)

306.

1769B1

[A = >008D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation,

math

[greencis's solution](#)

307.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[greencis's solution](#)

308.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[greencis's solution](#)

309.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[greencis's solution](#)

310.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

311.

14B

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

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

312.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[greencis's solution](#)

313.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[greencis's solution](#)

314.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2023-01-22 · PyPy 3-64 (first AC) · Tags: implementation

[greencis's solution](#)

315.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2023-01-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[greencis's solution](#)

316.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[greencis's solution](#)

317.

779A

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

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[greencis's solution](#)

318.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

319.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

320.

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

321.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[greencis's solution](#)

322.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,835 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

323.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[greencis's solution](#)

324.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[greencis's solution](#)

325.

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[greencis's solution](#)

326.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

327.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[greencis's solution](#)

328.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[greencis's solution](#)

329.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[greencis's solution](#)

330.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

331.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[greencis's solution](#)

332.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[greencis's solution](#)

333.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[greencis's solution](#)

334.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[greencis's solution](#)

335.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

336.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[greencis's solution](#)

337.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[greencis's solution](#)

338.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[greencis's solution](#)

339.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[greencis's solution](#)

340.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[greencis's solution](#)

341.

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
[greencis's solution](#)

342.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[greencis's solution](#)

343.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[greencis's solution](#)

344.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[greencis's solution](#)

345.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[greencis's solution](#)

346.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[greencis's solution](#)

347.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[greencis's solution](#)

348.

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
[greencis's solution](#)

349.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[greencis's solution](#)

350.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[greencis's solution](#)

351.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: constructive algorithms, strings
[greencis's solution](#)

352.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: implementation
[greencis's solution](#)

353.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: math
[greencis's solution](#)

354.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[greencis's solution](#)

355.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[greencis's solution](#)

356.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[greencis's solution](#)

357.

641A

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

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

358.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation
[greencis's solution](#)

359.

644A

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

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

360.

637A

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

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

361.

577A

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

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: implementation, number theory
[greencis's solution](#)

362.

628A

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

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

363.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[greencis's solution](#)

364.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[greencis's solution](#)

365.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math
[greencis's solution](#)

366.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation
[greencis's solution](#)

367.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings
[greencis's solution](#)

368.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: geometry, sortings
[greencis's solution](#)

369.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation
[greencis's solution](#)

370.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, math
[greencis's solution](#)

371.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[greencis's solution](#)

372.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[greencis's solution](#)

373.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2015-06-28 · GNU C (first AC) · Tags: implementation
[greencis's solution](#)

374.

450A

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

Quality: 44,393 global accepts · Rating: 1000 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: implementation
[greencis's solution](#)

375.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[greencis's solution](#)

376.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2015-06-18 · Mono C# (first AC) · Tags: implementation, math
[greencis's solution](#)

377.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, math
[greencis's solution](#)

378.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: math
[greencis's solution](#)

379.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[greencis's solution](#)

380.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[greencis's solution](#)

381.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: implementation, strings
[greencis's solution](#)

382.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: greedy, implementation
[greencis's solution](#)

383.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

384.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: brute force, implementation
[greencis's solution](#)

385.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: brute force, strings
[greencis's solution](#)

386.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

387.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

388.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, math
[greencis's solution](#)

389.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: brute force, implementation
[greencis's solution](#)

390.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[greencis's solution](#)

391.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2014-01-06 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

392.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: greedy
[greencis's solution](#)

393.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: math
[greencis's solution](#)

394.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math
[greencis's solution](#)

395.

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

396.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math
[greencis's solution](#)

397.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math
[greencis's solution](#)

398.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: sortings
[greencis's solution](#)

399.

339B

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

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

400.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation, math
[greencis's solution](#)

401.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

402.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings
[greencis's solution](#)

403.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation, strings
[greencis's solution](#)

404.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

405.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: math

[greencis's solution](#)

406.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

407.

118B

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

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

408.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

409.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, strings

[greencis's solution](#)

410.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force, number theory

[greencis's solution](#)

411.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

412.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[greencis's solution](#)

413.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

414.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

415.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation, strings

[greencis's solution](#)

416.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: math

[greencis's solution](#)

417.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[greencis's solution](#)

418.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[greencis's solution](#)

419.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: implementation, math

[greencis's solution](#)

420.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[greencis's solution](#)

421.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[greencis's solution](#)

422.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[greencis's solution](#)

423.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[greencis's solution](#)

424.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[greencis's solution](#)

425.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[greencis's solution](#)

426.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[greencis's solution](#)

427.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[greencis's solution](#)

428.

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

429.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[greencis's solution](#)

430.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[greencis's solution](#)

431.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[greencis's solution](#)

432.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[greencis's solution](#)

433.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[greencis's solution](#)

434.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[greencis's solution](#)

435.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2023-01-18 · PyPy 3-64 (first AC) · Tags: graphs, implementation

[greencis's solution](#)

436.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-01-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[greencis's solution](#)

437.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

438.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[greencis's solution](#)

439.

362B

[Petya and Staircases](#) · [Tutorial](#)

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[greencis's solution](#)

440.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

441.

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

442.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

443.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

444.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

445.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[greencis's solution](#)

446.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[greencis's solution](#)

447.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[greencis's solution](#)

448.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[greencis's solution](#)

449.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[greencis's solution](#)

450.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[greencis's solution](#)

451.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[greencis's solution](#)

452.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[greencis's solution](#)

453.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[greencis's solution](#)

454.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[greencis's solution](#)

455.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[greencis's solution](#)

456.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[greencis's solution](#)

457.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[greencis's solution](#)

458.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[greencis's solution](#)

459.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[greencis's solution](#)

460.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[greencis's solution](#)

461.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[greencis's solution](#)

462.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[greencis's solution](#)

463.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[greencis's solution](#)

464.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[greencis's solution](#)

465.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[greencis's solution](#)

466.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[greencis's solution](#)

467.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[greencis's solution](#)

468.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[greencis's solution](#)

469.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · Python 3 (first AC) · Tags: implementation

[greencis's solution](#)

470.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

471.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[greencis's solution](#)

472.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[greencis's solution](#)

473.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

474.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[greencis's solution](#)

475.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[greencis's solution](#)

476.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[greencis's solution](#)

477.

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

[greencis's solution](#)

478.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[greencis's solution](#)

479.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[greencis's solution](#)

480.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[greencis's solution](#)

481.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2016-09-24 · Java 8 (first AC) · Tags: implementation

[greencis's solution](#)

482.

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[greencis's solution](#)

483.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[greencis's solution](#)

484.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[greencis's solution](#)

485.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[greencis's solution](#)

486.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[greencis's solution](#)

487.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[greencis's solution](#)

488.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[greencis's solution](#)

489.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[greencis's solution](#)

490.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

491.

596A

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

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

[greencis's solution](#)

492.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[greencis's solution](#)

493.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

494.

370A

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

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[greencis's solution](#)

495.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[greencis's solution](#)

496.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[greencis's solution](#)

497.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: brute force

[greencis's solution](#)

498.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[greencis's solution](#)

499.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: greedy

[greencis's solution](#)

500.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[greencis's solution](#)

501.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

502.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[greencis's solution](#)

503.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation, strings

[greencis's solution](#)

504.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

505.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[greencis's solution](#)

506.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[greencis's solution](#)

507.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2015-07-01 · Python 3 (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

508.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: implementation, math

[greencis's solution](#)

509.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: implementation

[greencis's solution](#)

510.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2015-06-26 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[greencis's solution](#)

511.

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[greencis's solution](#)

512.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

513.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[greencis's solution](#)

514.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · MS C++ (first AC) · Tags: *special, data structures, dp, implementation
[greencis's solution](#)

515.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force
[greencis's solution](#)

516.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

517.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

518.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[greencis's solution](#)

519.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: greedy, math
[greencis's solution](#)

520.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: sortings
[greencis's solution](#)

521.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation
[greencis's solution](#)

522.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: dp, implementation
[greencis's solution](#)

523.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: greedy, implementation
[greencis's solution](#)

524.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —
[greencis's solution](#)

525.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: greedy, math

[greencis's solution](#)

526.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, implementation

[greencis's solution](#)

527.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[greencis's solution](#)

528.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

529.

296A

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

Quality: 26,038 global accepts · Rating: 1100 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: greedy, math

[greencis's solution](#)

530.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: greedy, sortings

[greencis's solution](#)

531.

300A

[Array](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1100 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[greencis's solution](#)

532.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: greedy, implementation

[greencis's solution](#)

533.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 1100 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: brute force, geometry, math

[greencis's solution](#)

534.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: brute force, implementation

[greencis's solution](#)

535.

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy, implementation

[greencis's solution](#)

536.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: geometry, implementation, math
[greencis's solution](#)

537.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, dp
[greencis's solution](#)

538.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation
[greencis's solution](#)

539.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation, math
[greencis's solution](#)

540.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: *special, greedy, implementation
[greencis's solution](#)

541.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
[greencis's solution](#)

542.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[greencis's solution](#)

543.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings
[greencis's solution](#)

544.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[greencis's solution](#)

545.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[greencis's solution](#)

546.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[greencis's solution](#)

547.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[greencis's solution](#)

548.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[greencis's solution](#)

549.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[greencis's solution](#)

550.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

551.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[greencis's solution](#)

552.

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, number theory

[greencis's solution](#)

553.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[greencis's solution](#)

554.

1769C1

[A Good CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[greencis's solution](#)

555.

1790D

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Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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556.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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557.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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558.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[greencis's solution](#)

559.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

560.

701B

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Quality: 12,541 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[greencis's solution](#)

561.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[greencis's solution](#)

562.

6C

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

Quality: 17,478 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[greencis's solution](#)

563.

1656C

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Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[greencis's solution](#)

564.

1637C

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Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

565.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[greencis's solution](#)

566.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[greencis's solution](#)

567.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[greencis's solution](#)

568.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[greencis's solution](#)

569.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[greencis's solution](#)

570.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[greencis's solution](#)

571.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[greencis's solution](#)

572.

1097B

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Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[greencis's solution](#)

573.

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

[greencis's solution](#)

574.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[greencis's solution](#)

575.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[greencis's solution](#)

576.

1028B

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Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[greencis's solution](#)

577.

1017B

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Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[greencis's solution](#)

578.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[greencis's solution](#)

579.

928A

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Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[greencis's solution](#)

580.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[greencis's solution](#)

581.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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582.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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583.

828A

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Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[greencis's solution](#)

584.

779C

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Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[greencis's solution](#)

585.

433B

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

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings
[greencis's solution](#)

586.

754A

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Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[greencis's solution](#)

587.

776B

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Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[greencis's solution](#)

588.

439B

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Quality: 15,017 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[greencis's solution](#)

589.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

590.

795C

[Maximum Number](#) · [Tutorial](#)

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

[greencis's solution](#)

591.

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

[greencis's solution](#)

592.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[greencis's solution](#)

593.

660A

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Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[greencis's solution](#)

594.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

595.

655B

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

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[greencis's solution](#)

596.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[greencis's solution](#)

597.

637B

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Quality: 22,844 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[greencis's solution](#)

598.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[greencis's solution](#)

599.

630R

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Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[greencis's solution](#)

600.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

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601.

612B

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Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[greencis's solution](#)

602.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

603.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math, strings

[greencis's solution](#)

604.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[greencis's solution](#)

605.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: greedy, math

[greencis's solution](#)

606.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

607.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[greencis's solution](#)

608.

546B

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Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

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609.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: geometry, math

[greencis's solution](#)

610.

304A

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Quality: 12,039 global accepts · Rating: 1200 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, math

[greencis's solution](#)

611.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, graphs, math

[greencis's solution](#)

612.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2015-07-01 · Python 3 (first AC) · Tags: brute force, implementation

[greencis's solution](#)

613.

492B

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

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

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614.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation

[greencis's solution](#)

615.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[greencis's solution](#)

616.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[greencis's solution](#)

617.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-06-18 · last AC: 2015-06-18 · MS C# (first AC) · Tags: greedy, implementation

[greencis's solution](#)

618.

522A

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Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · MS C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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619.

78B

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Quality: 15,348 global accepts · Rating: 1200 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

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620.

482A

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

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

[greencis's solution](#)

621.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

622.

459A

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Quality: 36,405 global accepts · Rating: 1200 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

623.

462C

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

Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: implementation, sortings

[greencis's solution](#)

624.

456B

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Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: math, number theory

[greencis's solution](#)

625.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

626.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[greencis's solution](#)

627.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: implementation

[greencis's solution](#)

628.

412C

[Pattern](#) · [Tutorial](#)

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

[greencis's solution](#)

629.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

630.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

631.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[greencis's solution](#)

632.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[greencis's solution](#)

633.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: math

[greencis's solution](#)

634.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: math

[greencis's solution](#)

635.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[greencis's solution](#)

636.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

637.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

638.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force, implementation

[greencis's solution](#)

639.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[greencis's solution](#)

640.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[greencis's solution](#)

641.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: greedy

[greencis's solution](#)

642.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[greencis's solution](#)

643.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[greencis's solution](#)

644.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[greencis's solution](#)

645.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[greencis's solution](#)

646.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[greencis's solution](#)

647.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[greencis's solution](#)

648.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: math
[greencis's solution](#)

649.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[greencis's solution](#)

650.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[greencis's solution](#)

651.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[greencis's solution](#)

652.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[greencis's solution](#)

653.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[greencis's solution](#)

654.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[greencis's solution](#)

655.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[greencis's solution](#)

656.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation, sortings, strings

[greencis's solution](#)

657.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[greencis's solution](#)

658.

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

659.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

660.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

661.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: strings

[greencis's solution](#)

662.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation

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663.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: *special, implementation, strings

[greencis's solution](#)

664.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation

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665.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
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666.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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667.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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668.

1618D

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Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
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669.

1601A

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Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
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670.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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671.

1498B

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Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
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672.

1493B

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Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[greencis's solution](#)

673.

1446A

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Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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674.

1418B

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Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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675.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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676.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[greencis's solution](#)

677.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

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678.

1220B

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Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · PyPy 3 (first AC) · Tags: math, number theory

[greencis's solution](#)

679.

1101B

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Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

680.

1059B

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Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[greencis's solution](#)

681.

96B

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

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[greencis's solution](#)

682.

1038C

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Quality: 9,811 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[greencis's solution](#)

683.

1037C

[Equalize](#) · [Tutorial](#)

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

[greencis's solution](#)

684.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[greencis's solution](#)

685.

1037A

[Packets](#) · [Tutorial](#)

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

[greencis's solution](#)

686.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

687.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

688.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Ruby (first AC) · Tags: —

[greencis's solution](#)

689.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[greencis's solution](#)

690.

929B

[AÄBDBÇ 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[greencis's solution](#)

691.

887B

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Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

692.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[greencis's solution](#)

693.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[greencis's solution](#)

694.

814B

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Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

695.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[greencis's solution](#)

696.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[greencis's solution](#)

697.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

698.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[greencis's solution](#)

699.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[greencis's solution](#)

700.

545D

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Quality: 29,517 global accepts · Rating: 1300 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

701.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[greencis's solution](#)

702.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-08 · Python 3 (first AC) · Tags: brute force, implementation

[greencis's solution](#)

703.

792B

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Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[greencis's solution](#)

704.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[greencis's solution](#)

705.

653B

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

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

[greencis's solution](#)

706.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[greencis's solution](#)

707.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[greencis's solution](#)

708.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[greencis's solution](#)

709.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[greencis's solution](#)

710.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[greencis's solution](#)

711.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[greencis's solution](#)

712.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[greencis's solution](#)

713.

611B

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

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

[greencis's solution](#)

714.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

715.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[greencis's solution](#)

716.

600B

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

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[greencis's solution](#)

717.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[greencis's solution](#)

718.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

719.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number

theory

[greencis's solution](#)

720.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[greencis's solution](#)

721.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[greencis's solution](#)

722.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: brute force, dp

[greencis's solution](#)

723.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[greencis's solution](#)

724.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[greencis's solution](#)

725.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

726.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

727.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: geometry

[greencis's solution](#)

728.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: math, number theory

[greencis's solution](#)

729.

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

730.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[greencis's solution](#)

731.

485B

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

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, greedy
[greencis's solution](#)

732.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation
[greencis's solution](#)

733.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2015-07-01 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[greencis's solution](#)

734.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-07-01 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory
[greencis's solution](#)

735.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: —
[greencis's solution](#)

736.

459B

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

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings
[greencis's solution](#)

737.

526A

[King of Thieves](#) · [Tutorial](#)

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

738.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
[greencis's solution](#)

739.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation
[greencis's solution](#)

740.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, math, strings

[greencis's solution](#)

741.

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy

[greencis's solution](#)

742.

413B

[Spyke Chatting](#) · [Tutorial](#)

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

[greencis's solution](#)

743.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[greencis's solution](#)

744.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[greencis's solution](#)

745.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[greencis's solution](#)

746.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: implementation, sortings

[greencis's solution](#)

747.

4C

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

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[greencis's solution](#)

748.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: brute force

[greencis's solution](#)

749.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[greencis's solution](#)

750.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[greencis's solution](#)

751.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[greencis's solution](#)

752.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[greencis's solution](#)

753.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[greencis's solution](#)

754.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms
[greencis's solution](#)

755.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[greencis's solution](#)

756.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[greencis's solution](#)

757.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[greencis's solution](#)

758.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[greencis's solution](#)

759.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[greencis's solution](#)

760.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[greencis's solution](#)

761.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[greencis's solution](#)

762.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[greencis's solution](#)

763.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[greencis's solution](#)

764.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[greencis's solution](#)

765.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,585 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[greencis's solution](#)

766.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers
[greencis's solution](#)

767.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[greencis's solution](#)

768.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[greencis's solution](#)

769.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: sortings
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770.

41B

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Quality: 4,628 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force
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771.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, games
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772.

401C

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Quality: 21,701 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[greencis's solution](#)

773.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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774.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation

[greencis's solution](#)

775.

38C

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Quality: 2,561 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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776.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

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777.

1759D

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Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

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778.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

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779.

1609C

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780.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

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781.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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782.

1250A

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[greencis's solution](#)

783.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[greencis's solution](#)

784.

1110B

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785.

1102B

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Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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786.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

787.

279B

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Quality: 72,423 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[greencis's solution](#)

788.

954B

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Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: implementation, strings

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789.

929A

[A00001C B C\\$5C'>D 8Cô5CD>C](#)

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

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790.

928B

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Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[greencis's solution](#)

791.

518B

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Quality: 8,387 global accepts · Rating: 1400 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[greencis's solution](#)

792.

843A

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[greencis's solution](#)

793.

289B

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[greencis's solution](#)

794.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[greencis's solution](#)

795.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[greencis's solution](#)

796.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[greencis's solution](#)

797.

550B

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Quality: 27,443 global accepts · Rating: 1400 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[greencis's solution](#)

798.

448B

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Quality: 17,314 global accepts · Rating: 1400 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[greencis's solution](#)

799.

808C

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Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[greencis's solution](#)

800.

799B

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

[greencis's solution](#)

801.

803A

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Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

802.

797B

[Odd sum](#) · [Tutorial](#)

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

[greencis's solution](#)

803.

719B

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Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: greedy
[greencis's solution](#)

804.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[greencis's solution](#)

805.

641B

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Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[greencis's solution](#)

806.

665B

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Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force
[greencis's solution](#)

807.

637C

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808.

650A

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Quality: 16,638 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
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809.

630L

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Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math
[greencis's solution](#)

810.

630H

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Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[greencis's solution](#)

811.

612C

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[greencis's solution](#)

812.

150A

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Quality: 8,594 global accepts · Rating: 1400 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: games, math, number theory
[greencis's solution](#)

813.

485A

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Quality: 8,769 global accepts · Rating: 1400 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation, math, matrices
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814.

479C

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[greencis's solution](#)

815.

489C

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Quality: 51,679 global accepts · Rating: 1400 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[greencis's solution](#)

816.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
[greencis's solution](#)

817.

205B

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Quality: 6,477 global accepts · Rating: 1400 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, greedy
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818.

141B

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Quality: 5,789 global accepts · Rating: 1400 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: geometry, math
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819.

505B

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Quality: 14,981 global accepts · Rating: 1400 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs
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820.

435B

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Quality: 7,561 global accepts · Rating: 1400 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: greedy
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821.

514B

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822.

520B

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Quality: 62,179 global accepts · Rating: 1400 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[greencis's solution](#)

823.

389C

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

Rating: 1400 · first AC: 2015-06-18 · Mono C# (first AC) · Tags: binary search, dp, greedy
[greencis's solution](#)

824.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[greencis's solution](#)

825.

538B

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Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[greencis's solution](#)

826.

538A

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Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · MS C++ (first AC) · Tags: brute force, implementation

[greencis's solution](#)

827.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[greencis's solution](#)

828.

515C

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[greencis's solution](#)

829.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[greencis's solution](#)

830.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[greencis's solution](#)

831.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: geometry, math

[greencis's solution](#)

832.

475B

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833.

445B

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Quality: 14,760 global accepts · Rating: 1400 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

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834.

413C

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Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: greedy, math

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835.

416A

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[greencis's solution](#)

836.

402B

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837.

379C

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Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-01-02 · GNU C++ (first AC) · Tags: greedy, sortings

[greencis's solution](#)

838.

158C

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[greencis's solution](#)

839.

369B

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[greencis's solution](#)

840.

359B

[Permutation](#) · [Tutorial](#)

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[greencis's solution](#)

841.

2007C

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Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: math, number theory

[greencis's solution](#)

842.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[greencis's solution](#)

843.

978D

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Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

844.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[greencis's solution](#)

845.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[greencis's solution](#)

846.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[greencis's solution](#)

847.

165B

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Quality: 22,860 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
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848.

1795C

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Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
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849.

1791F

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[greencis's solution](#)

850.

1765K

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Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[greencis's solution](#)

851.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[greencis's solution](#)

852.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
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853.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings, two pointers
[greencis's solution](#)

854.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[greencis's solution](#)

855.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[greencis's solution](#)

856.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,133 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[greencis's solution](#)

857.

545C

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Quality: 32,865 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[greencis's solution](#)

858.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,548 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[greencis's solution](#)

859.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory
[greencis's solution](#)

860.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, sortings
[greencis's solution](#)

861.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[greencis's solution](#)

862.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[greencis's solution](#)

863.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy
[greencis's solution](#)

864.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[greencis's solution](#)

865.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[greencis's solution](#)

866.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[greencis's solution](#)

867.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[greencis's solution](#)

868.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[greencis's solution](#)

869.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[greencis's solution](#)

870.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

871.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[greencis's solution](#)

872.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[greencis's solution](#)

873.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[greencis's solution](#)

874.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[greencis's solution](#)

875.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[greencis's solution](#)

876.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[greencis's solution](#)

877.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
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878.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[greencis's solution](#)

879.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[greencis's solution](#)

880.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[greencis's solution](#)

881.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[greencis's solution](#)

882.

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
[greencis's solution](#)

883.

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
[greencis's solution](#)

884.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[greencis's solution](#)

885.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[greencis's solution](#)

886.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[greencis's solution](#)

887.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[greencis's solution](#)

888.

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · JavaScript (first AC) · Tags: —
[greencis's solution](#)

889.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[greencis's solution](#)

890.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[greencis's solution](#)

891.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[greencis's solution](#)

892.

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
[greencis's solution](#)

893.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[greencis's solution](#)

894.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[greencis's solution](#)

895.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers
[greencis's solution](#)

896.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2017-07-11 · Python 3 (first AC) · Tags: combinatorics
[greencis's solution](#)

897.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[greencis's solution](#)

898.

368C

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

Quality: 1500 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

899.

771B

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

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

[greencis's solution](#)

900.

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[greencis's solution](#)

901.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[greencis's solution](#)

902.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[greencis's solution](#)

903.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[greencis's solution](#)

904.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

905.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[greencis's solution](#)

906.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[greencis's solution](#)

907.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[greencis's solution](#)

908.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[greencis's solution](#)

909.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[greencis's solution](#)

910.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,921 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[greencis's solution](#)

911.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp, number theory

[greencis's solution](#)

912.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[greencis's solution](#)

913.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: greedy, math

[greencis's solution](#)

914.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: implementation

[greencis's solution](#)

915.

576A

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

Quality: 15,927 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[greencis's solution](#)

916.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[greencis's solution](#)

917.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: implementation, math

[greencis's solution](#)

918.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: dfs and similar

[greencis's solution](#)

919.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: greedy, math

[greencis's solution](#)

920.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, strings

[greencis's solution](#)

921.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2015-07-02 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[greencis's solution](#)

922.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[greencis's solution](#)

923.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: hashing, implementation

[greencis's solution](#)

924.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[greencis's solution](#)

925.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[greencis's solution](#)

926.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy, implementation

[greencis's solution](#)

927.

460B

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

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

[greencis's solution](#)

928.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[greencis's solution](#)

929.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[greencis's solution](#)

930.

403A

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

Rating: 1500 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[greencis's solution](#)

931.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[greencis's solution](#)

932.

402C

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

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs

[greencis's solution](#)

933.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[greencis's solution](#)

934.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[greencis's solution](#)

935.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: math, number theory

[greencis's solution](#)

936.

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[greencis's solution](#)

937.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[greencis's solution](#)

938.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[greencis's solution](#)

939.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

940.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[greencis's solution](#)

941.

237C

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

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory, two pointers

[greencis's solution](#)

942.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[greencis's solution](#)

943.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

944.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[greencis's solution](#)

945.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[greencis's solution](#)

946.

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[greencis's solution](#)

947.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[greencis's solution](#)

948.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2023-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

949.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[greencis's solution](#)

950.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

951.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[greencis's solution](#)

952.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, brute force, implementation

[greencis's solution](#)

953.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[greencis's solution](#)

954.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[greencis's solution](#)

955.

135B

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

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[greencis's solution](#)

956.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: dp, implementation, trees

[greencis's solution](#)

957.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: implementation

[greencis's solution](#)

958.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[greencis's solution](#)

959.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing

[greencis's solution](#)

960.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[greencis's solution](#)

961.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy

[greencis's solution](#)

962.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[greencis's solution](#)

963.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

964.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

965.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[greencis's solution](#)

966.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[greencis's solution](#)

967.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[greencis's solution](#)

968.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[greencis's solution](#)

969.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[greencis's solution](#)

970.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[greencis's solution](#)

971.

373C

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

Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[greencis's solution](#)

972.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[greencis's solution](#)

973.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[greencis's solution](#)

974.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[greencis's solution](#)

975.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[greencis's solution](#)

976.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[greencis's solution](#)

977.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[greencis's solution](#)

978.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[greencis's solution](#)

979.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[greencis's solution](#)

980.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[greencis's solution](#)

981.

1246A

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Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

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984.

1033C

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985.

1059C

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924B

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953D

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923B

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1000.

369C

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1001.

706C

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665A

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660C

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1005.

639B

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1006.

655C

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1007.

637D

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75C

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1009.

630G

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1010.

626C

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618C

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1012.

608C

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1013.

606B

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1016.

597B

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1017.

597A

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1018.

573B

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570C

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231D

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1025.

524A

[AS>CFC&C&C>, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

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512A

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373B

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2009F

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1040.

339C

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1041.

339D

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1042.

2006A

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1765D

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287B

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1628B

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464A

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1069.

1261A

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1070.

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1102E

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1074A

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1074.

1043D

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1075.

1051D

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1076.

1042C

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1037D

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1078.

1015E1

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1079.

983A

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1080.

925B

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1081.

924C

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1082.

953I

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1083.

953C

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1084.

923A

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1086.

929C

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

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

1087.

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · last AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[greencis's solution](#)

1088.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[greencis's solution](#)

1089.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[greencis's solution](#)

1090.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · Python 3 (first AC) · Tags: binary search, math

[greencis's solution](#)

1091.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[greencis's solution](#)

1092.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

1093.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[greencis's solution](#)

1094.

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

[greencis's solution](#)

1095.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[greencis's solution](#)

1096.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[greencis's solution](#)

1097.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[greencis's solution](#)

1098.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[greencis's solution](#)

1099.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[greencis's solution](#)

1100.

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

[greencis's solution](#)

1101.

596C

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

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

[greencis's solution](#)

1102.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[greencis's solution](#)

1103.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[greencis's solution](#)

1104.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp

[greencis's solution](#)

1105.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[greencis's solution](#)

1106.

361C

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

Rating: 1700 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[greencis's solution](#)

1107.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[greencis's solution](#)

1108.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[greencis's solution](#)

1109.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: geometry, math
[greencis's solution](#)

1110.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: dp, sortings
[greencis's solution](#)

1111.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation, sortings
[greencis's solution](#)

1112.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities
[greencis's solution](#)

1113.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[greencis's solution](#)

1114.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[greencis's solution](#)

1115.

524B

[BD>D\\$> CÔ0 CÔ0CÄÖD& 2 \(round version\)](#) · [Tutorial](#)

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

1116.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: geometry, math
[greencis's solution](#)

1117.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · last AC: 2014-12-25 · GNU C++ (first AC) · Tags: geometry
[greencis's solution](#)

1118.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dp, implementation
[greencis's solution](#)

1119.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[greencis's solution](#)

1120.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[greencis's solution](#)

1121.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[greencis's solution](#)

1122.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[greencis's solution](#)

1123.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[greencis's solution](#)

1124.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: brute force

[greencis's solution](#)

1125.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[greencis's solution](#)

1126.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, dp

[greencis's solution](#)

1127.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2024-09-10 · last AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures

[greencis's solution](#)

1128.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[greencis's solution](#)

1129.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[greencis's solution](#)

1130.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[greencis's solution](#)

1131.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2023-02-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, expression parsing, implementation
[greencis's solution](#)

1132.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[greencis's solution](#)

1133.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees
[greencis's solution](#)

1134.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[greencis's solution](#)

1135.

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[greencis's solution](#)

1136.

117B

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

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[greencis's solution](#)

1137.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[greencis's solution](#)

1138.

459D

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

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[greencis's solution](#)

1139.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[greencis's solution](#)

1140.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[greencis's solution](#)

1141.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[greencis's solution](#)

1142.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[greencis's solution](#)

1143.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

1144.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[greencis's solution](#)

1145.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[greencis's solution](#)

1146.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: *special

[greencis's solution](#)

1147.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[greencis's solution](#)

1148.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[greencis's solution](#)

1149.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[greencis's solution](#)

1150.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[greencis's solution](#)

1151.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[greencis's solution](#)

1152.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

1153.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[greencis's solution](#)

1154.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[greencis's solution](#)

1155.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[greencis's solution](#)

1156.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[greencis's solution](#)

1157.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[greencis's solution](#)

1158.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[greencis's solution](#)

1159.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[greencis's solution](#)

1160.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[greencis's solution](#)

1161.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[greencis's solution](#)

1162.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[greencis's solution](#)

1163.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[greencis's solution](#)

1164.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[greencis's solution](#)

1165.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[greencis's solution](#)

1166.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[greencis's solution](#)

1167.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[greencis's solution](#)

1168.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[greencis's solution](#)

1169.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[greencis's solution](#)

1170.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math
[greencis's solution](#)

1171.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[greencis's solution](#)

1172.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: —
[greencis's solution](#)

1173.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees
[greencis's solution](#)

1174.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[greencis's solution](#)

1175.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers
[greencis's solution](#)

1176.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[greencis's solution](#)

1177.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[greencis's solution](#)

1178.

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[greencis's solution](#)

1179.

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
[greencis's solution](#)

1180.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-05-01 · last AC: 2017-05-01 · PyPy 3 (first AC) · Tags: *special, implementation

[greencis's solution](#)

1181.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[greencis's solution](#)

1182.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[greencis's solution](#)

1183.

706D

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

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[greencis's solution](#)

1184.

641C

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

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

[greencis's solution](#)

1185.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[greencis's solution](#)

1186.

655D

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

Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[greencis's solution](#)

1187.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[greencis's solution](#)

1188.

630M

[Turn](#) · [Tutorial](#)

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

[greencis's solution](#)

1189.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[greencis's solution](#)

1190.

623A

[Graph and String](#) · [Tutorial](#)

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

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1191.

610C

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1192.

612D

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1193.

600C

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1194.

580D

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1195.

527D

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1196.

575H

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1197.

551B

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1198.

538D

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1199.

532E

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1200.

513G1

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1201.

513B2

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1202.

482B

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1203.

403B

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Rating: 1800 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory
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1204.

402D

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1205.

404C

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Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings
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1206.

2009G1

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1207.

135C

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1208.

343C

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1209.

1902D

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1210.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
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1211.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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577B

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[greencis's solution](#)**1213.**

463C

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Quality: 9,182 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation

[greencis's solution](#)**1214.**

459C

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

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[greencis's solution](#)**1215.**

5C

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1777D

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[greencis's solution](#)**1217.**

1785B

[Letter Exchange](#) · [Tutorial](#)

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

[greencis's solution](#)**1218.**

1791G2

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[greencis's solution](#)**1219.**

1787D

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[greencis's solution](#)**1220.**

158E

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1221.

41D

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1222.

1759G

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[greencis's solution](#)

1223.

378D

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1224.

373D

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1225.

389D

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Rating: 1900 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths

[greencis's solution](#)

1226.

404D

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Quality: 2,466 global accepts · Rating: 1900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[greencis's solution](#)

1227.

1601B

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1228.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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1229.

1439A2

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[greencis's solution](#)

1230.

448C

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1231.

1400D

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1232.

1307D

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1233.

1245D

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1234.

1220D

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1078A

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1236.

1074B

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Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

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1237.

1043E

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1238.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[greencis's solution](#)

1240.

1036C

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1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

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1242.

1015E2

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Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
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1243.

953E

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Rating: 1900 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —
[greencis's solution](#)

1244.

928C

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Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, graphs, implementation
[greencis's solution](#)

1245.

928D

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Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings, trees
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1246.

862C

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Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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1247.

846D

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1248.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings
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1249.

808D

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1250.

784D

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1251.

784F

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803D

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1253.

803C

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1254.

792D

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1255.

368D

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1256.

711D

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1257.

708B

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1258.

702D

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1259.

656A

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1260.

660D

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1261.

653C

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1262.

650B

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1263.

630E

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1264.

608D

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Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

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1265.

366C

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1266.

597C

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1267.

568B

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1268.

558C

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1269.

359C

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1270.

553B

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1271.

552C

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1272.

552D

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1273.

540D

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1274.

547B

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1275.

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings
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1276.

512B

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Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths
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1277.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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1278.

456D

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Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp, games, strings
[greencis's solution](#)

1279.

455B

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[greencis's solution](#)

1280.

412E

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Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation
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1281.

2171G

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Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math
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1282.

2171E

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1283.

58D

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Quality: 836 global accepts · Rating: 2000 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: greedy, strings
[greencis's solution](#)

1284.

1903E

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Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[greencis's solution](#)

1285.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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1286.

34E

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Quality: 653 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

1287.

451D

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Quality: 5,061 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[greencis's solution](#)

1288.

514C

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Quality: 8,156 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[greencis's solution](#)

1289.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1290.

432D

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Quality: 11,989 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

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1291.

228C

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Quality: 549 global accepts · Rating: 2000 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing

[greencis's solution](#)

1292.

174E

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Rating: 2000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1293.

2B

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[greencis's solution](#)

1294.

1788D

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1397.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[greencis's solution](#)

1398.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[greencis's solution](#)

1399.

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[greencis's solution](#)

1400.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[greencis's solution](#)

1401.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

1402.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: greedy, two pointers

[greencis's solution](#)

1403.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, trees

[greencis's solution](#)

1404.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[greencis's solution](#)

1405.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[greencis's solution](#)

1406.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[greencis's solution](#)

1407.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[greencis's solution](#)

1408.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[greencis's solution](#)

1409.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[greencis's solution](#)

1410.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[greencis's solution](#)

1411.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[greencis's solution](#)

1412.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[greencis's solution](#)

1413.

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[greencis's solution](#)

1414.

462E

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

Rating: 2200 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1415.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[greencis's solution](#)

1416.

454E

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[greencis's solution](#)

1417.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[greencis's solution](#)

1418.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[greencis's solution](#)

1419.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[greencis's solution](#)

1420.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

strings

[greencis's solution](#)

1421.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[greencis's solution](#)

1422.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[greencis's solution](#)

1423.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[greencis's solution](#)

1424.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[greencis's solution](#)

1425.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[greencis's solution](#)

1426.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[greencis's solution](#)

1427.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[greencis's solution](#)

1428.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[greencis's solution](#)

1429.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[greencis's solution](#)

1430.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[greencis's solution](#)

1431.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[greencis's solution](#)

1432.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[greencis's solution](#)

1433.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[greencis's solution](#)

1434.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[greencis's solution](#)

1435.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[greencis's solution](#)

1436.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[greencis's solution](#)

1437.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[greencis's solution](#)

1438.

953H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1439.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[greencis's solution](#)

1440.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[greencis's solution](#)

1441.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2017-03-24 · last AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[greencis's solution](#)

1442.

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

[greencis's solution](#)

1443.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[greencis's solution](#)

1444.

655E

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

Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[greencis's solution](#)

1445.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[greencis's solution](#)

1446.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[greencis's solution](#)

1447.

347E

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

Rating: 2200 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[greencis's solution](#)

1448.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[greencis's solution](#)

1449.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[greencis's solution](#)

1450.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[greencis's solution](#)

1451.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[greencis's solution](#)

1452.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[greencis's solution](#)

1453.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees
[greencis's solution](#)

1454.

403C

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

Rating: 2200 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: graphs, math
[greencis's solution](#)

1455.

402E

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

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: graphs, math
[greencis's solution](#)

1456.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[greencis's solution](#)

1457.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[greencis's solution](#)

1458.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[greencis's solution](#)

1459.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[greencis's solution](#)

1460.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[greencis's solution](#)

1461.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[greencis's solution](#)

1462.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[greencis's solution](#)

1463.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities
[greencis's solution](#)

1464.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing
[greencis's solution](#)

1465.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[greencis's solution](#)

1466.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[greencis's solution](#)

1467.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[greencis's solution](#)

1468.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[greencis's solution](#)

1469.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[greencis's solution](#)

1470.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[greencis's solution](#)

1471.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[greencis's solution](#)

1472.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
[greencis's solution](#)

1473.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[greencis's solution](#)

1474.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[greencis's solution](#)

1475.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[greencis's solution](#)

1476.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[greencis's solution](#)

1477.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[greencis's solution](#)

1478.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2018-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[greencis's solution](#)

1479.

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[greencis's solution](#)

1480.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[greencis's solution](#)

1481.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[greencis's solution](#)

1482.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[greencis's solution](#)

1483.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[greencis's solution](#)

1484.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[greencis's solution](#)

1485.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[greencis's solution](#)

1486.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[greencis's solution](#)

1487.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[greencis's solution](#)

1488.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: geometry, sortings

[greencis's solution](#)

1489.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2015-07-16 · last AC: 2015-07-16 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[greencis's solution](#)

1490.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-16 · last AC: 2015-07-16 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[greencis's solution](#)

1491.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[greencis's solution](#)

1492.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-02-01 · GNU C++0x (first AC) · Tags: dp, trees

[greencis's solution](#)

1493.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[greencis's solution](#)

1494.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · last AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[greencis's solution](#)

1495.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[greencis's solution](#)

1496.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[greencis's solution](#)

1497.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[greencis's solution](#)

1498.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[greencis's solution](#)

1499.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[greencis's solution](#)

1500.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, number theory

[greencis's solution](#)

1501.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities, two pointers

[greencis's solution](#)

1502.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[greencis's solution](#)

1503.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[greencis's solution](#)

1504.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[greencis's solution](#)

1505.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[greencis's solution](#)

1506.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees
[greencis's solution](#)

1507.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
[greencis's solution](#)

1508.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[greencis's solution](#)

1509.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[greencis's solution](#)

1510.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities
[greencis's solution](#)

1511.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[greencis's solution](#)

1512.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · last AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[greencis's solution](#)

1513.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[greencis's solution](#)

1514.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[greencis's solution](#)

1515.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

1516.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[greencis's solution](#)

1517.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · last AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[greencis's solution](#)

1518.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[greencis's solution](#)

1519.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[greencis's solution](#)

1520.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[greencis's solution](#)

1521.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[greencis's solution](#)

1522.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[greencis's solution](#)

1523.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[greencis's solution](#)

1524.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[greencis's solution](#)

1525.

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[greencis's solution](#)

1526.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-10 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: geometry
[greencis's solution](#)

1527.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[greencis's solution](#)

1528.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[greencis's solution](#)

1529.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[greencis's solution](#)

1530.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[greencis's solution](#)

1531.

361E

[Levko and Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1532.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[greencis's solution](#)

1533.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[greencis's solution](#)

1534.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[greencis's solution](#)

1535.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[greencis's solution](#)

1536.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[greencis's solution](#)

1537.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[greencis's solution](#)

1538.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[greencis's solution](#)

1539.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-07-12 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[greencis's solution](#)

1540.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[greencis's solution](#)

1541.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[greencis's solution](#)

1542.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[greencis's solution](#)

1543.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[greencis's solution](#)

1544.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[greencis's solution](#)

1545.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[greencis's solution](#)

1546.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[greencis's solution](#)

1547.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[greencis's solution](#)

1548.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[greencis's solution](#)

1549.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[greencis's solution](#)

1550.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[greencis's solution](#)

1551.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[greencis's solution](#)

1552.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[greencis's solution](#)

1553.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

1554.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[greencis's solution](#)

1555.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[greencis's solution](#)

1556.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-07 · last AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[greencis's solution](#)

1557.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · last AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[greencis's solution](#)

1558.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++11 (first AC) · Tags: data structures

[greencis's solution](#)

1559.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2015-02-10 · last AC: 2015-02-13 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer, dp

[greencis's solution](#)

1560.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[greencis's solution](#)

1561.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[greencis's solution](#)

1562.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[greencis's solution](#)

1563.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[greencis's solution](#)

1564.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[greencis's solution](#)

1565.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory, two pointers

[greencis's solution](#)

1566.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · last AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1567.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special

[greencis's solution](#)

1568.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, sortings

[greencis's solution](#)

1569.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[greencis's solution](#)

1570.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[greencis's solution](#)

1571.

100286D

[Drive through MegaCity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1572.

100286K

[KINA Is Not Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1573.

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1574.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1575.

100286J

[Javanese Cryptoanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1576.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1577.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1578.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1579.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1580.

100001C

[Ancient Berland Circus](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C# 10 (first AC) · Tags: —
[greencis's solution](#)

1581.

100001B

[Spreadsheets](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1582.

100001A

[Theatre Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1583.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1584.

104172L

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

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[greencis's solution](#)

1585.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1586.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1587.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1588.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1589.

101840C

[Cheering Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · last AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1590.

100377N

[Deputies on the tree \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · last AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1591.

100377E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · last AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1592.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1593.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1594.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1595.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1596.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1597.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1598.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1599.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1600.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1601.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1602.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1603.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1604.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1605.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1606.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1607.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1608.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1609.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1610.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1611.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1612.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1613.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1614.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1615.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1616.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1617.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1618.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1619.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1620.

100134I

[Identification of Protein](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1621.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1622.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1623.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1624.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1625.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1626.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1627.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1628.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1629.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1630.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1631.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1632.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1633.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1634.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1635.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1636.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1637.

103049C

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

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1638.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1639.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1640.

103446B

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

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1641.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1642.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1643.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1644.

103446D

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

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1645.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1646.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1647.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1648.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1649.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1650.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1651.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1652.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1653.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1654.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1655.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1656.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1657.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1658.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1659.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1660.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1661.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1662.

103483F

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

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1663.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1664.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1665.

100035D

[B2CTE](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1666.

100035C

[At0DT2C B C↔D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1667.

100035B

[AD@C#1DÀ](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1668.

100010A

[Conduit](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1669.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1670.

100012B

[Icosahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1671.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1672.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1673.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1674.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1675.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1676.

101590F

[Report builder](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1677.

101590H

[HTML](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

1678.

101590D

[Defense of the ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1679.

101590C

[A@CaAD 2Ca@C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1680.

101590J

[A@CaAD 2Ca@C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1681.

101590B

[A@CaAD 2Ca@C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1682.

101590I

[OpenAI XO](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1683.

101590G

[B@CaAD 2Ca@C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1684.

101590E

[B@CaAD 2Ca@C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1685.

101590K

[ATCDD\\$8CÔ>](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1686.

101590A

[A00008C=0](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1687.

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1688.

100283J

[Anniversary Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1689.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1690.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1691.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1692.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1693.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1694.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1695.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1696.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1697.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1698.

100623G

[Ground Works](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1699.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1700.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1701.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1702.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1703.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1704.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1705.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1706.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1707.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1708.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1709.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · last AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1710.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1711.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · last AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1712.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1713.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1714.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: —

[greencis's solution](#)

1715.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1716.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1717.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1718.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1719.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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1720.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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1721.

101982J

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Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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1722.

102470F

[Haunted Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1723.

102470D

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1724.

102470B

[Working at the Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1725.

102470A

[Trick or Treat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1726.

102470J

[Stammering Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1727.

102470I

[Happy Telephones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1728.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1729.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1730.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1731.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1732.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1733.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1734.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1735.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[greencis's solution](#)

1736.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1737.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1738.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1739.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1740.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1741.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1742.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1743.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1744.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1745.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1746.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1747.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1748.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1749.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1750.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1751.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1752.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1753.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1754.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1755.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1756.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1757.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1758.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1759.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1760.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1761.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1762.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1763.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1764.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1765.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1766.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1767.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1768.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1769.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1770.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1771.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1772.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1773.

102222H

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

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1774.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1775.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1776.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1777.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1778.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1779.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1780.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1781.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1782.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1783.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1784.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1785.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1786.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1787.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1788.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1789.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1790.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1791.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1792.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1793.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1794.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1795.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1796.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1797.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1798.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1799.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1800.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1801.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1802.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1803.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1804.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1805.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1806.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1807.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1808.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1809.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1810.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1811.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1812.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1813.

102835I

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

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1814.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · PyPy 3 (first AC) · Tags: —

[greencis's solution](#)

1815.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1816.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1817.

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

1818.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1819.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1820.

101591D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1821.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1822.

101591K

[Save the Fisher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1823.

101470G

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1824.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1825.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1826.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1827.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1828.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1829.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1830.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1831.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1832.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1833.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1834.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1835.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1836.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1837.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1838.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1839.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1840.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1841.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[greencis's solution](#)

1842.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1843.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[greencis's solution](#)

1844.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[greencis's solution](#)

1845.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1846.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1847.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1848.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1849.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1850.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1851.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1852.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1853.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1854.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1855.

101398H

[Hip To Be Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1856.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1857.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1858.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1859.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1860.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1861.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1862.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1863.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

1864.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1865.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1866.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1867.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1868.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1869.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1870.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1871.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1872.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[greencis's solution](#)

1873.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1874.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1875.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1876.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1877.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1878.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1879.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1880.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1881.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1882.

101471A

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

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1883.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1884.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1885.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1886.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1887.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1888.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1889.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1890.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1891.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1892.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1893.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1894.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1895.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1896.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1897.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1898.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1899.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1900.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1901.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1902.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

1903.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

1904.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

1905.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

1906.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

1907.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

1908.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1909.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1910.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1911.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

1912.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1913.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1914.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1915.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1916.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1917.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1918.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1919.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1920.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1921.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1922.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1923.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1924.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1925.

101623K

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

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1926.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1927.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1928.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1929.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1930.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1931.

100108D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1932.

100108C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1933.

100108A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · last AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1934.

101657E

[LatticeLand](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1935.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1936.

101657C

[A Classic Myth: Flatland Superhero](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1937.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1938.

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1939.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1940.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1941.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1942.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1943.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1944.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1945.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1946.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1947.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1948.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1949.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1950.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1951.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1952.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1953.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1954.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1955.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1956.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1957.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1958.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

1959.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1960.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1961.

101840B

[Breaking the Curse](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1962.

101840A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1963.

101840F

[Forgot the Flag!](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1964.

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1965.

101840J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1966.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1967.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1968.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1969.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1970.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1971.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1972.

100608F

[Four Colors](#) · [Tutorial](#)

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

[greencis's solution](#)

1973.

100608E

[Elegant Square](#) · [Tutorial](#)

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

[greencis's solution](#)

1974.

100377M

[Petya and average \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · last AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1975.

100377J

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

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1976.

100377H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1977.

100377F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1978.

100377I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1979.

100066E

[Tron](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1980.

100066H

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1981.

100066D

[Cottage demolition](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1982.

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1983.

100066B

[Sequence-2](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1984.

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1985.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1986.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1987.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1988.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1989.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1990.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1991.

100801J

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

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1992.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1993.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1994.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1995.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1996.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1997.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1998.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

1999.

100624F

[Farm and factory](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2000.

100624K

[Graphic Madness](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2001.

100624B

[Who wants to live forever?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2002.

100624G

[Jewel heist](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2003.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2004.

100624E

[Word equations](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2005.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2006.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2007.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2008.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2009.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2010.

101413C

[Towns along a Highway](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2011.

101413G

[Test Case Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2012.

101413H

[Where's Wally](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2013.

101413D

[Awkward Lights](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2014.

101413B

[Balloon Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2015.

101413A

[Membership Management](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2016.

101413F

[Find the Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2017.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2018.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2019.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2020.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2021.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2022.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2023.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2024.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2025.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2026.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2027.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2028.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2029.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2030.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2031.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2032.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2033.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2034.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2035.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2036.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2037.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2038.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2039.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2040.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2041.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2042.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2043.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2044.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2045.

100553J

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

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2046.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2047.

101246A

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2048.

101246H

[`North-East" · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2049.

101246G

[Revolutionary Roads · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2050.

101246C

[Explode 'Em All · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2051.

101246D

[Fire in the Country · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2052.

101246J

[Buoys · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2053.

101246E

[Kidnapping · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2054.

101246F

[Elevator · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2055.

101246B

[3D City Model · Tutorial](#)

Rating: — · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2056.

100488H

[Tony Hawk's Pro Skater · Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[greencis's solution](#)

2057.

101485C

[Cleaning Pipes · Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[greencis's solution](#)

2058.

101485D

[Debugging · Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2059.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2060.

101485K

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

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2061.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2062.

101485J

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

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2063.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2064.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2065.

101487I

[Insults](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2066.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2067.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2068.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2069.

100554E

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

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2070.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2071.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2072.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2073.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2074.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2075.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2076.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2077.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2078.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2079.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2080.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2081.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2082.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2083.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2084.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2085.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2086.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2087.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2088.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Python 3 (first AC) · Tags: *special

[greencis's solution](#)

2089.

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2090.

100083F

[A@CÔ0Dò 1CT7Cä?C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2091.

100083D

[BS>Dri0, ACäGC´5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2092.

100083C

[A&D&B°](#)

Rating: — · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2093.

100083B

[A&D&A&C&FC,,;C`0](#)

Rating: — · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2094.

100083A

[A&D&C&4Cä:](#)

Rating: — · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2095.

100676G

[G.Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2096.

100676H

[H.Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2097.

100676F

[F.Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2098.

100676E

[E.Time Limit Exceeded?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2099.

100676D

[D.Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2100.

100676C

[C.Memory is Full](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2101.

100676B

[B.Three Angles](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2102.

100676A

[A.Relational Operator](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2103.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2104.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2105.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2106.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · Java 8 (first AC) · Tags: —

[greencis's solution](#)

2107.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2108.

100199D

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

Rating: — · first AC: 2018-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2109.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

2110.

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2111.

100345I

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

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2112.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2113.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2114.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2115.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2116.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

2117.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2118.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2119.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2120.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2121.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2122.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2123.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2124.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2125.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2126.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[greencis's solution](#)

2127.

100536F

[Find the Border](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2128.

101388B

[Bring Them There](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2129.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2130.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2131.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2132.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2133.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2134.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2135.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2136.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2137.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2138.

100536J

[Joke with Turtles](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2139.

100536L

[Lattice Animals](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2140.

100536G

[Gunman](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2141.

100536C

[Chandelier](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2142.

100536D

[Document Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2143.

100536K

[Kingdom of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2144.

100536H

[Heapsort](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2145.

100536E

[Easy Trading](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2146.

100536I

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

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2147.

100536B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2148.

100536A

[Ancient Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2149.

101388D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

2150.

101388K

[King's Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2151.

101388E

[Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2152.

101388J

[Jurassic Remains](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2153.

101388H

[Hypertransmission](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2154.

101388C

[Code Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2155.

101388G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2156.

101388F

[Farmer Bill's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2157.

101388A

[Alternative Scale of Notation](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · Python 3 (first AC) · Tags: —

[greencis's solution](#)

2158.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2159.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2160.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2161.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2162.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2163.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2164.

100289G

[A500fL C40C';C](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2165.

100289B

[Javalhalla](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2166.

100289H

[A500fL C40C';C](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2167.

100289C

[A500fL C40C';C](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2168.

100289F

[A500fL C40C';C](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2169.

100289E

[Add On 5D](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2170.

100289D

[Add On 5D](#)

Rating: — · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2171.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2172.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2173.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2174.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2175.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2176.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2177.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2178.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2179.

101156E

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

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

[greencis's solution](#)

2180.

101156B

[Fill the Triangle](#) · [Tutorial](#)

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

[greencis's solution](#)

2181.

101156L

[Super 2048](#) · [Tutorial](#)

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

[greencis's solution](#)

2182.

101138A

[Yet Another Problem with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2183.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2184.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2185.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · MS C++ (first AC) · Tags: —

[greencis's solution](#)

2186.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2187.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2188.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2189.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2190.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2202.

100089F

[Add](#) · [A450A>C4;Cä1C,,=](#)

Rating: — · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2203.

100128E

[Add](#) · [A45005D 0C² D 8C\\$CD](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2204.

100128D

[Add](#) · [A00D:8!](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2205.

100128F

[Add](#) · [A00D:0CB ?Cä1CT4D°](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2206.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2207.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2208.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2209.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2210.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2211.

101104I

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

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2212.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2213.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2214.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2215.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2216.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2217.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2218.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2219.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[greencis's solution](#)

2220.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2221.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2222.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2223.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2224.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2225.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2226.

100041D

[B @C 2005C Ô8CR U\\$À](#)

Rating: — · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2227.

100585H

[AÖDDBD >C”:C D 5CÄ;Dö](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2228.

100585E

[AÖD:BC](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2229.

100585A

[AÖDÖk<CäCC4>C´LCÔ8C¬8 A¬0C´5C\\$8Dt0](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2230.

100585C

[B, BÖCÖC´0CD=C O C,,3D 0](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2231.

100585G

[B4D5C6;CT=C,,5 CäED 0CÔ=D´E D >Cä@D46CT=C,,9](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2232.

100585J

[A¬8CÖ¬D\\$5C BD K C" CT@C´OCÔ4C,,8](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2233.

100184J

[Duty](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2234.

100184D

[Work](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2235.

100184F

[Task](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2236.

100184A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2237.

100184E

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2238.

100184M

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2239.

100184G

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2240.

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2241.

100184L

[Watson's magic number](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2242.

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2243.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2244.

100513E

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

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2245.

100513G

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

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2246.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2247.

100513M

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

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2248.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2249.

100513I

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

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2250.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2251.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2252.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2253.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2254.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2255.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2256.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2257.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2258.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2259.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2260.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2261.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2262.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2263.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2264.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2265.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2266.

100090J

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

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2267.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2268.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2269.

100090C

[Graph Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2270.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2271.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2272.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2273.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2274.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2275.

100105F

[AÄD\\$@Cä](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2276.

100105D

[BDOD\\$!Cä;DÄ=D´5 Cö>C´O](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2277.

100105A

[B\\$Q15D JCT<C≡0](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2278.

100105E

[AÄK - CÄOD! AÄK - C40Cr](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2279.

100105H

[B](#) · [BO](#) · [4C](#) · [„](#) · [>](#) · [C](#) · [Đ](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2280.

100105G

[A](#) · [00](#) · [18](#) · [C](#) · [Ô](#) · [4D](#) · [>](#) · [C](#) · [Ä](#) · [K](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2281.

100105B

[A](#) · [2](#) · [D](#) · [\\$](#) · [>](#) · [C](#) · [8](#) · [C](#) · [`](#) · [8](#) · [C](#) · ["](#) · [C](#) · [9](#) · [D](#) · [\\$](#) · [;](#) · [C](#) · [=](#) · [C](#) · [D](#) · [8](#) · [C](#) · [€](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2282.

100105C

[A](#) · [0](#) · [C](#) · [=](#) · [D](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2283.

100039D

[B](#) · [,](#) · [>](#) · [D](#) · [I](#) · [A](#) · [C](#) · [P](#)

Rating: — · first AC: 2015-07-11 · last AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2284.

100149F

[H](#) · [E](#) · [X](#) · [·](#) [Tutorial](#)

Rating: — · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2285.

100135H

[H](#) · [·](#) [Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2286.

100135I

[I](#) · [·](#) [Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2287.

100135J

[J](#) · [·](#) [Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2288.

100135K

[K](#) · [·](#) [Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2289.

100135G

[G](#) · [·](#) [Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2290.

100135F

[E · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2291.

100135E

[E · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2292.

100135D

[D · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2293.

100135C

[C · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2294.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2295.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2296.

100101A

[A · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2297.

100101B

[B · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2298.

100101C

[C · Tutorial](#)

Rating: — · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: —

[greencis's solution](#)

2299.

100166D

[A · Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2300.

100166C

[A · Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2301.

100166G

[B · Tutorial](#)
B·0DAD\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2302.

100166E

[AD80rka](#)
AD80rkaCTBD 3D 0DD0

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2303.

100166F

[AD50rka](#)
AD50rkaD BD 0

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2304.

100166B

[B·00Aic](#)
B·00Aic @C AD BCäOCÔ8C•

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2305.

100166A

[BD·0ä9C@](#)
BD·0ä9C@

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2306.

100601D

[BÔ20ria](#)
BÔ20riaD40Dd8Dö

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2307.

100601C

[AÖ00Cä8](#)
AÖ00Cä8Ct2Cä4D BC\$> Cô0D4BC,,=D°

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2308.

100601B

[B·0010rka](#)
B·0010rka,5CÔ8CR =C :C <CT@D°

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2309.

100601A

[AÄ0D0C\\$](#)
AÄ0D0C\$LC,Ô<D4BC =D\$K

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2310.

100238A

[A · Tutorial](#)

Rating: — · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2311.

100238B

[B · Tutorial](#)

Rating: — · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: —

[greencis's solution](#)

2323.

100281E

[AD5D15C\\$>](#)

Rating: — · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2324.

100042I

[A=DDkC,,GCTAC=8C' <D4ACa@D"8C](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2325.

100042G

[A05D15D BC =Cä2C=8](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2326.

100042F

[BBOäC,,FC](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2327.

100042E

[AD@Cä1DÄÄ21aLATEX-CP](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2328.

100042C

[BS00j@Cä@Cä4C](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2329.

100042B

[BD=Di@CÀ](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2330.

100042A

[AÄ=00AD\\$@D°](#)

Rating: — · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2331.

100042D

[A0=0r@C\\$8CÔ=Cä5 CD5C'5CÔ8CP](#)

Rating: — · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2332.

100042H

[AS=0T1aCÔ0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2333.

100266G

[AäAOT=CÔ8C' ?C @C](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2334.

100266J

[B006@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2335.

100266H

[A0008CÔ4D >CÄ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2336.

100266D

[A005Ct=DÀ](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2337.

100266E

[B0040T;CT=C,,5 Cα>D >C´5C\\$AD\\$2C](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2338.

100266C

[AS7CαCÂ HC,,DD 0](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2339.

100266A

[A00CÔa](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2340.

100266B

[B002Cα0](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2341.

100266F

[A0040C>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2342.

100044K

[AαDαC´5C\\$ACα0Dò 4C,,=C AD\\$8Dð](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2343.

100044H

[B00Cria](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2344.

100044G

[A00CÔαD](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2345.

100044F

[AÄ0040Ct8CD](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2346.

100044A

[AÖ00,1Cä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÀ](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2347.

100044D

[A4xDiBC,,=C,,FC](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2348.

100279F

[Airport](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2349.

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2350.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2351.

100528E

[ÄÖDT8! CÔ0 Cô;CäACα>D BC€](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2352.

100528L

[AÖÖDjia C C CD AC](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2353.

100528D

[AÄ00i@C :CTH](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2354.

100528B

[A,,3D00C! •](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2355.

100528G

[B⇒DfαD :Cä1Cα0DP](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2356.

100528H

[B 7D4AC?Cä;CäA](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2357.

100528C

[A000B>C @C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2358.

100528F

[BD×0\\$>D 0Cä:C](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2359.

100528A

[ASKD00\\$=C,,2C =C,,5 C\\$5D”5D BC\\$5CÔ=D´E Dt8D 5C°](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2360.

100528I

[A,700a](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2361.

100043A

[A @0rjD CÄ5D\\$8Dt5D :C O Cô@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2362.

100043G

[A4500k ACâ 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2363.

100043C

[B 00r0,GCÔKCR GC,,AC´0](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2364.

100043B

[A5CÔ4CT@](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2365.

100043D

[A,3D0a](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2366.

100043J

[B K0d0D AC=8C' IC,,B](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2367.

100041B

[A7Cä10 4C](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2368.

100041A

[AD20RAD\\$5CÔK](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2369.

100041C

[BÔY011d\\$@Cä=CÔKCR GC AD°](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2370.

100041F

[Bô10x10> CäB Dô1C'>CÔ8](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2371.

100041G

[A7CÔBD >C'LCÔKC' 1C'>C](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2372.

100041H

[A7C0Cial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2373.

100040I

[AS>DAD\\$0CÔ>C\\$;CT=C,,5 CÔ@Cä3D 0CÄ<D°](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2374.

100040H

[AÔ00CÔ>Cä@C,,AD\\$0C';](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2375.

100040J

[A15DäCÔ8C':C](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2376.

100040B

[A7C015CÔ4C @DÀ](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2377.

100040E

[Aô@Cq1ä'NDt5CÔ8Dò =C HC ECÄ0D\\$=Cä9 CD>D :CP](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2378.

100040F

[B5DriaCT@D :C,,5 C CCD=C€](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2379.

100040D

[B15007D4@C](#)

Rating: — · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2380.

100038G

[AÄ000AC,,<C ;DÄ=C O D CCÄ<C](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2381.

100038C

[B08DD@Cä2Cä5 D\\$0C ;Cà](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2382.

100038J

[Aô5D050α;DäGCT=C,,5 CÄ5Cd4D2 >Cα=C <C€](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2383.

100038I

[B18DriCà](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2384.

100038B

[A7800>D\\$5C BD](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2385.

100038E

[B5001BCC4>C´LCÔ0Dò @C <Cα0](#)

Rating: — · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2386.

100035G

[BÔ,CtiD\\$@Cä=CÔ0Dò BC 1C´8Dd0](#)

Rating: — · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2387.

100035A

[AD@Ct12CÔ8CR FC,,2C,,;C,,7C FC,,8](#)

Rating: — · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2388.

100035H

[B55DriaC,,=C ;](#)

Rating: — · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2389.

100035I

[B-50'AD² 2Câ 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2390.

100035F

[AÄ000ÆC BD\\$0CÔAC≈8C' ?Cä;C,,FCT9D :C,,9](#)

Rating: — · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2391.

100035E

[B400igCä2C≈0](#)

Rating: — · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2392.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2393.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2394.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2395.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2396.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2397.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2398.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2399.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2400.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2401.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2402.

100019E

[BTUAAI](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2403.

100019D

[AÔ5 C 00D5" 6C,,7CÔ8 C\\$0CÂ ?Cä:C P](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2404.

100019F

[A · ÔAÇa|C 4](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2405.

100019G

[B ?C,,GÔ8 – CD5D\\$OCÃð](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2406.

100019B

[Aô>018CÔ>CÀ](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2407.

100019H

[Aπ0D43Cε](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2408.

100019A

[A-5D C01DD\\$ L C, AD´=Cä2DÄO](#)

Rating: — · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2409.

100005G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-10 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2410.

100005H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-10 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2411.

100005F

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-10 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2412.

100005E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-10 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2413.

100005D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-10 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2414.

100467B

[Boolean equation system](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2415.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2416.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2417.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2418.

100036B

[A=TCBC=0 CD;Dò ECä<DôGC=0](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2419.

100036H

[Aô@Caâ 0CÄ<C ?D 8DT>C˘>C48Dt5D :Cä3Câ 8D AC˘5CD>C\\$0CÔ8Dò ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2420.

100036F

[B-00t2G15Dt5CÔ8Dò A C,,7CÄ5D 8D\\$5C˘5CÄ](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2421.

100036K

[AD20j;6CT=C,,5](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2422.

100036G

[A@C1C,,9 A@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2423.

100036E

[B 7D00\\$5CD;C,,2C O Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2424.

100036J

[A4006CD0CÔAC#0Dò >C >D >CÔ0](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2425.

100193A

[AÄ#Cf5C#CC´0](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2426.

100442C

[AÄBDS\\$0 C, 3D 0D@](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2427.

100442B

[AÄ00Q3C <C€](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2428.

100442A

[B500T1CC4>C´LCÔ8C#8](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2429.

100039H

[A#@C ACÔ>-DtQD =D´5 CD5D 5C\\$LDă](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2430.

100039B

[BÔ,DÄD² 8 Cä;CT=C€](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2431.

100039F

[A0;C#0TBC C´NC](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2432.

100039C

[BÔ,DÄD²CT@C,,<CT=D](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2433.

100039I

[A,7CäbD 0Cd5CÔ8CR BC 1C`8DdK](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2434.

100039J

[AÔ500@C 2C,,;DÄ=C O D GC,,BC ;C≡0](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2435.

100039E

[A 2DSxÄ>C 8C`LCÔKCR =Cä<CT@C](#)

Rating: — · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2436.

100097E

[E · Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2437.

100010B

[Trap · Tutorial](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2438.

100010E

[Game · Tutorial](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2439.

100010C

[Escape · Tutorial](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2440.

100010D

[Reconnaissance · Tutorial](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2441.

100092H

[H · Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2442.

100092G

[G · Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2443.

100092F

[F · Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2444.

100092E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2445.

100092D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2446.

100092C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2447.

100092B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2448.

100092A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-01 · last AC: 2014-04-11 · GNU C (first AC) · Tags: —

[greencis's solution](#)

2449.

100052J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-01 · last AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2450.

100052D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2451.

100097C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2452.

100097F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2453.

100097B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2454.

100097D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2455.

100097A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2456.

100128B

[B](#) · [C00CB](#) [C](#) 8-A\$0CÔ0 A#5CÔ>C 8

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2457.

100128G

[B](#) · [100DA](#) [7C#8C'](#) ?D4BDÀ

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2458.

100128I

[B](#) · [100GD](#) [0C"BCT@ A">CDK](#)

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2459.

100128H

[ASuCr](#) [A](#) [C](#) :c'>CÔ>C

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2460.

100052I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2461.

100052A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2462.

100052H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2463.

100052F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2464.

100052B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2465.

100082D

[cows](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2466.

100082E

[strings](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2467.

100082G

[area](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2468.

100082C

[bfs](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2469.

100082F

[qsort](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2470.

100082B

[connect2](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2471.

100082A

[lis](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2472.

100007E

[Max Flow](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2473.

100007B

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

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2474.

100007C

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

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2475.

100007D

[Beer Thief](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2476.

100007A

[Little Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2488.

100160D

[A\\$50C=Qä2Cä9 Cä1DT>CB 3D 0DD0](#)

Rating: — · first AC: 2014-02-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2489.

100160B

[AD5D15C\\$>](#)

Rating: — · first AC: 2014-02-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2490.

100160A

[B2D07CÔ>D BDÀ](#)

Rating: — · first AC: 2014-02-01 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2491.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-03 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2492.

100149I

[AS>CHCT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2013-09-26 · GNU C++ (first AC) · Tags: —

[greencis's solution](#)

2493.

100149D

[B7Cä=0°](#)

Rating: — · first AC: 2013-09-26 · GNU C++ (first AC) · Tags: —

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