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Unique solved — gruntov dima

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

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Count: 867

- 1.**
1699A
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- 2.**
1551B1
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- 3.**
1551A
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- 4.**
1547B
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- 5.**
1547A
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1539B
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1537A
[Arithmetic Array](#) · [Tutorial](#)
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- 8.**
1534A
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- 9.**
1536A
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1535A
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11.

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12.

1519B

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13.

1519A

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15.

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16.

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18.

1462B

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19.

1450A

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20.

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21.

1443A

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22.

1437A

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23.

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24.

1405A

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25.

1392B

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26.

1392A

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27.

1391B

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28.

1391A

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29.

1393A

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30.

1388A

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1389A

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32.

1382A

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33.

1372A

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34.

1371A

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35.

1369A

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36.

1368A

[C+=](#) · [Tutorial](#)

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37.

1370A

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38.

1352A

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39.

1351A

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40.

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41.

1348A

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42.

1343B

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43.

1335A

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44.

1337A

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45.

1328A

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46.

1325B

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47.

1325A

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48.

1312A

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49.

1323A

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50.

1316A

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51.

1305A

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52.

1307A

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53.

1300A

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54.

158A

[Next Round](#) · [Tutorial](#)

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55.

1294A

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56.

1283A

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57.

755A

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58.

1269A

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59.

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60.

1244A

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61.

1223A

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62.

1162A

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63.

100944B

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64.

1118A

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66.

1091A

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67.

1095A

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68.

1085A

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69.

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70.

1017A

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71.

1015A

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72.

1003A

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73.

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74.

999A

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75.

1699B

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76.

1537B

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77.

1535B

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78.

1462C

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79.

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1420A

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81.

1406A

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82.

1380A

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83.

1373B

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84.

1350A

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85.

1339A

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86.

1351B

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87.

1341A

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88.

1343A

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89.

1335B

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90.

1337B

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91.

1324A

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92.

1330A

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93.

1283B

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94.

1175A

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95.

1225A

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96.

1248B

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97.

1238A

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98.

1141B

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99.

1132B

[Discounts](#) · [Tutorial](#)

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100.

1095B

[Array Stabilization](#) · [Tutorial](#)

Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gruntov_dima's solution](#)

101.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,486 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[gruntov_dima's solution](#)

102.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[gruntov_dima's solution](#)

103.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[gruntov_dima's solution](#)

104.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[gruntov_dima's solution](#)

105.

1395A

[Boboiu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[gruntov_dima's solution](#)

106.

1405B

[Array Cancellation](#) · [Tutorial](#)

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[gruntov_dima's solution](#)

107.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[gruntov_dima's solution](#)

108.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gruntov_dima's solution](#)

109.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gruntov_dima's solution](#)

110.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gruntov_dima's solution](#)

111.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gruntov_dima's solution](#)

112.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[gruntov_dima's solution](#)

113.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[gruntov_dima's solution](#)

114.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[gruntov_dima's solution](#)

115.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[gruntov_dima's solution](#)

116.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[gruntov_dima's solution](#)

117.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[gruntov_dima's solution](#)

118.

1259A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gruntov_dima's solution](#)

119.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gruntov_dima's solution](#)

120.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gruntov_dima's solution](#)

121.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gruntov_dima's solution](#)

122.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[gruntov_dima's solution](#)

123.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gruntov_dima's solution](#)

124.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[gruntov_dima's solution](#)

125.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gruntov_dima's solution](#)

126.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gruntov_dima's solution](#)

127.

100950A

[A: NO 80ÄKCR GC,,AC'0 Aδ>C'8C#0D ?C](#)

Rating: 1000 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

128.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gruntov_dima's solution](#)

129.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-12 · PascalABC.NET (first AC) · Tags: brute force, dfs and similar, graphs
[gruntov_dima's solution](#)

130.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[gruntov_dima's solution](#)

131.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gruntov_dima's solution](#)

132.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[gruntov_dima's solution](#)

133.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gruntov_dima's solution](#)

134.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gruntov_dima's solution](#)

135.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gruntov_dima's solution](#)

136.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[gruntov_dima's solution](#)

137.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[gruntov_dima's solution](#)

138.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gruntov_dima's solution](#)

139.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[gruntov_dima's solution](#)

140.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[gruntov_dima's solution](#)

141.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[gruntov_dima's solution](#)

142.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[gruntov_dima's solution](#)

143.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[gruntov_dima's solution](#)

144.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[gruntov_dima's solution](#)

145.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gruntov_dima's solution](#)

146.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,518 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[gruntov_dima's solution](#)

147.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[gruntov_dima's solution](#)

148.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[gruntov_dima's solution](#)

149.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[gruntov_dima's solution](#)

150.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gruntov_dima's solution](#)

151.

100944C

[A < C < B > C > D \\$ 0](#)

Rating: 1100 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

152.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[gruntov_dima's solution](#)

153.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[gruntov_dima's solution](#)

154.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[gruntov_dima's solution](#)

155.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gruntov_dima's solution](#)

156.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[gruntov_dima's solution](#)

157.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[gruntov_dima's solution](#)

158.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[gruntov_dima's solution](#)

159.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[gruntov_dima's solution](#)

160.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gruntov_dima's solution](#)

161.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[gruntov_dima's solution](#)

162.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[gruntov_dima's solution](#)

163.

102599D

[Young Explorers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

164.

102599G

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

Rating: 1200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

165.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gruntov_dima's solution](#)

166.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[gruntov_dima's solution](#)

167.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gruntov_dima's solution](#)

168.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[gruntov_dima's solution](#)

169.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[gruntov_dima's solution](#)

170.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[gruntov_dima's solution](#)

171.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[gruntov_dima's solution](#)

172.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gruntov_dima's solution](#)

173.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[gruntov_dima's solution](#)

174.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[gruntov_dima's solution](#)

175.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[gruntov_dima's solution](#)

176.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gruntov_dima's solution](#)

177.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[gruntov_dima's solution](#)

178.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[gruntov_dima's solution](#)

179.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[gruntov_dima's solution](#)

180.

1259B

[Make Them Odd](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[gruntov_dima's solution](#)

181.

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
[gruntov_dima's solution](#)

182.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gruntov_dima's solution](#)

183.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gruntov_dima's solution](#)

184.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[gruntov_dima's solution](#)

185.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-11-29 · PascalABC.NET (first AC) · Tags: implementation
[gruntov_dima's solution](#)

186.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[gruntov_dima's solution](#)

187.

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
[gruntov_dima's solution](#)

188.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-14 · PascalABC.NET (first AC) · Tags: implementation, math
[gruntov_dima's solution](#)

189.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · PascalABC.NET (first AC) · Tags: greedy, implementation
[gruntov_dima's solution](#)

190.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[gruntov_dima's solution](#)

191.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[gruntov_dima's solution](#)

192.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[gruntov_dima's solution](#)

193.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[gruntov_dima's solution](#)

194.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[gruntov_dima's solution](#)

195.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[gruntov_dima's solution](#)

196.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gruntov_dima's solution](#)

197.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[gruntov_dima's solution](#)

198.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[gruntov_dima's solution](#)

199.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[gruntov_dima's solution](#)

200.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[gruntov_dima's solution](#)

201.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gruntov_dima's solution](#)

202.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gruntov_dima's solution](#)

203.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[gruntov_dima's solution](#)

204.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[gruntov_dima's solution](#)

205.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gruntov_dima's solution](#)

206.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[gruntov_dima's solution](#)

207.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gruntov_dima's solution](#)

208.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[gruntov_dima's solution](#)

209.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[gruntov_dima's solution](#)

210.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[gruntov_dima's solution](#)

211.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[gruntov_dima's solution](#)

212.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gruntov_dima's solution](#)

213.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[gruntov_dima's solution](#)

214.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-12 · FPC (first AC) · Tags: brute force, implementation
[gruntov_dima's solution](#)

215.

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · PascalABC.NET (first AC) · Tags: constructive algorithms
[gruntov_dima's solution](#)

216.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[gruntov_dima's solution](#)

217.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[gruntov_dima's solution](#)

218.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[gruntov_dima's solution](#)

219.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[gruntov_dima's solution](#)

220.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[gruntov_dima's solution](#)

221.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[gruntov_dima's solution](#)

222.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[gruntov_dima's solution](#)

223.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[gruntov_dima's solution](#)

224.

102599F

[Game With Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

225.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[gruntov_dima's solution](#)

226.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[gruntov_dima's solution](#)

227.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gruntov_dima's solution](#)

228.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[gruntov_dima's solution](#)

229.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[gruntov_dima's solution](#)

230.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[gruntov_dima's solution](#)

231.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[gruntov_dima's solution](#)

232.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[gruntov_dima's solution](#)

233.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[gruntov_dima's solution](#)

234.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[gruntov_dima's solution](#)

235.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[gruntov_dima's solution](#)

236.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[gruntov_dima's solution](#)

237.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gruntov_dima's solution](#)

238.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[gruntov_dima's solution](#)

239.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[gruntov_dima's solution](#)

240.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[gruntov_dima's solution](#)

241.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[gruntov_dima's solution](#)

242.

1259C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gruntov_dima's solution](#)

243.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[gruntov_dima's solution](#)

244.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[gruntov_dima's solution](#)

245.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[gruntov_dima's solution](#)

246.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[gruntov_dima's solution](#)

247.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
[gruntov_dima's solution](#)

248.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[gruntov_dima's solution](#)

249.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[gruntov_dima's solution](#)

250.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[gruntov_dima's solution](#)

251.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[gruntov_dima's solution](#)

252.

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
[gruntov_dima's solution](#)

253.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gruntov_dima's solution](#)

254.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[gruntov_dima's solution](#)

255.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[gruntov_dima's solution](#)

256.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math
[gruntov_dima's solution](#)

257.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[gruntov_dima's solution](#)

258.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gruntov_dima's solution](#)

259.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gruntov_dima's solution](#)

260.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[gruntov_dima's solution](#)

261.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

262.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gruntov_dima's solution](#)

263.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[gruntov_dima's solution](#)

264.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[gruntov_dima's solution](#)

265.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[gruntov_dima's solution](#)

266.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[gruntov_dima's solution](#)

267.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[gruntov_dima's solution](#)

268.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gruntov_dima's solution](#)

269.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[gruntov_dima's solution](#)

270.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gruntov_dima's solution](#)

271.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[gruntov_dima's solution](#)

272.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[gruntov_dima's solution](#)

273.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[gruntov_dima's solution](#)

274.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gruntov_dima's solution](#)

275.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[gruntov_dima's solution](#)

276.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gruntov_dima's solution](#)

277.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[gruntov_dima's solution](#)

278.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[gruntov_dima's solution](#)

279.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[gruntov_dima's solution](#)

280.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[gruntov_dima's solution](#)

281.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[gruntov_dima's solution](#)

282.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[gruntov_dima's solution](#)

283.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[gruntov_dima's solution](#)

284.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[gruntov_dima's solution](#)

285.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[gruntov_dima's solution](#)

286.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[gruntov_dima's solution](#)

287.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[gruntov_dima's solution](#)

288.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[gruntov_dima's solution](#)

289.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[gruntov_dima's solution](#)

290.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gruntov_dima's solution](#)

291.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gruntov_dima's solution](#)

292.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[gruntov_dima's solution](#)

293.

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[gruntov_dima's solution](#)

294.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[gruntov_dima's solution](#)

295.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gruntov_dima's solution](#)

296.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[gruntov_dima's solution](#)

297.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[gruntov_dima's solution](#)

298.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[gruntov_dima's solution](#)

299.

165C

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

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
[gruntov_dima's solution](#)

300.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[gruntov_dima's solution](#)

301.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation
[gruntov_dima's solution](#)

302.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[gruntov_dima's solution](#)

303.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[gruntov_dima's solution](#)

304.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gruntov_dima's solution](#)

305.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[gruntov_dima's solution](#)

306.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[gruntov_dima's solution](#)

307.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[gruntov_dima's solution](#)

308.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gruntov_dima's solution](#)

309.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[gruntov_dima's solution](#)

310.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[gruntov_dima's solution](#)

311.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gruntov_dima's solution](#)

312.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[gruntov_dima's solution](#)

313.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[gruntov_dima's solution](#)

314.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[gruntov_dima's solution](#)

315.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

combinatorics, implementation, math, sortings, two pointers

[gruntov_dima's solution](#)

316.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[gruntov_dima's solution](#)

317.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[gruntov_dima's solution](#)

318.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[gruntov_dima's solution](#)

319.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gruntov_dima's solution](#)

320.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[gruntov_dima's solution](#)

321.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[gruntov_dima's solution](#)

322.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[gruntov_dima's solution](#)

323.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[gruntov_dima's solution](#)

324.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[gruntov_dima's solution](#)

325.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[gruntov_dima's solution](#)

326.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[gruntov_dima's solution](#)

327.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[gruntov_dima's solution](#)

328.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[gruntov_dima's solution](#)

329.

1321D

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

Quality: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[gruntov_dima's solution](#)

330.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[gruntov_dima's solution](#)

331.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[gruntov_dima's solution](#)

332.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[gruntov_dima's solution](#)

333.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gruntov_dima's solution](#)

334.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gruntov_dima's solution](#)

335.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[gruntov_dima's solution](#)

336.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[gruntov_dima's solution](#)

337.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[gruntov_dima's solution](#)

338.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
[gruntov_dima's solution](#)

339.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[gruntov_dima's solution](#)

340.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[gruntov_dima's solution](#)

341.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
[gruntov_dima's solution](#)

342.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[gruntov_dima's solution](#)

343.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[gruntov_dima's solution](#)

344.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, greedy, math
[gruntov_dima's solution](#)

345.

1443D

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

Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[gruntov_dima's solution](#)

346.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-29 · last AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[gruntov_dima's solution](#)

347.

102599I

[Count Triangles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

348.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings

[gruntov_dima's solution](#)

349.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[gruntov_dima's solution](#)

350.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gruntov_dima's solution](#)

351.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[gruntov_dima's solution](#)

352.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[gruntov_dima's solution](#)

353.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[gruntov_dima's solution](#)

354.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[gruntov_dima's solution](#)

355.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[gruntov_dima's solution](#)

356.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[gruntov_dima's solution](#)

357.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[gruntov_dima's solution](#)

358.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gruntov_dima's solution](#)

359.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gruntov_dima's solution](#)

360.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[gruntov_dima's solution](#)

361.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[gruntov_dima's solution](#)

362.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[gruntov_dima's solution](#)

363.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[gruntov_dima's solution](#)

364.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[gruntov_dima's solution](#)

365.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[gruntov_dima's solution](#)

366.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[gruntov_dima's solution](#)

367.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[gruntov_dima's solution](#)

368.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms
[gruntov_dima's solution](#)

369.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings
[gruntov_dima's solution](#)

370.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers
[gruntov_dima's solution](#)

371.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers
[gruntov_dima's solution](#)

372.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees
[gruntov_dima's solution](#)

373.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[gruntov_dima's solution](#)

374.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[gruntov_dima's solution](#)

375.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[gruntov_dima's solution](#)

376.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-03 · last AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[gruntov_dima's solution](#)

377.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees
[gruntov_dima's solution](#)

378.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[gruntov_dima's solution](#)

379.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[gruntov_dima's solution](#)

380.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[gruntov_dima's solution](#)

381.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[gruntov_dima's solution](#)

382.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[gruntov_dima's solution](#)

383.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[gruntov_dima's solution](#)

384.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gruntov_dima's solution](#)

385.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[gruntov_dima's solution](#)

386.

1259D

[Let's Play the Words?](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[gruntov_dima's solution](#)

387.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[gruntov_dima's solution](#)

388.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[gruntov_dima's solution](#)

389.

669E

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

Rating: 2000 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[gruntov_dima's solution](#)

390.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[gruntov_dima's solution](#)

391.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[gruntov_dima's solution](#)

392.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[gruntov_dima's solution](#)

393.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[gruntov_dima's solution](#)

394.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[gruntov_dima's solution](#)

395.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[gruntov_dima's solution](#)

396.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[gruntov_dima's solution](#)

397.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[gruntov_dima's solution](#)

398.

39A

[C++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, greedy
[gruntov_dima's solution](#)

399.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · last AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[gruntov_dima's solution](#)

400.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings
[gruntov_dima's solution](#)

401.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gruntov_dima's solution](#)

402.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[gruntov_dima's solution](#)

403.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp
[gruntov_dima's solution](#)

404.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[gruntov_dima's solution](#)

405.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[gruntov_dima's solution](#)

406.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[gruntov_dima's solution](#)

407.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[gruntov_dima's solution](#)

408.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[gruntov_dima's solution](#)

409.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[gruntov_dima's solution](#)

410.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[gruntov_dima's solution](#)

411.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[gruntov_dima's solution](#)

412.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2022-01-31 · last AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[gruntov_dima's solution](#)

413.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[gruntov_dima's solution](#)

414.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[gruntov_dima's solution](#)

415.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[gruntov_dima's solution](#)

416.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[gruntov_dima's solution](#)

417.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

418.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[gruntov_dima's solution](#)

419.

102599J

[Restorer Distance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

420.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[gruntov_dima's solution](#)

421.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[gruntov_dima's solution](#)

422.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[gruntov_dima's solution](#)

423.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[gruntov_dima's solution](#)

424.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[gruntov_dima's solution](#)

425.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[gruntov_dima's solution](#)

426.

766E

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

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[gruntov_dima's solution](#)

427.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[gruntov_dima's solution](#)

428.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[gruntov_dima's solution](#)

429.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[gruntov_dima's solution](#)

430.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[gruntov_dima's solution](#)

431.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[gruntov_dima's solution](#)

432.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[gruntov_dima's solution](#)

433.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[gruntov_dima's solution](#)

434.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[gruntov_dima's solution](#)

435.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[gruntov_dima's solution](#)

436.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[gruntov_dima's solution](#)

437.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[gruntov_dima's solution](#)

438.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[gruntov_dima's solution](#)

439.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[gruntov_dima's solution](#)

440.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[gruntov_dima's solution](#)

441.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[gruntov_dima's solution](#)

442.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[gruntov_dima's solution](#)

443.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[gruntov_dima's solution](#)

444.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gruntov_dima's solution](#)

445.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[gruntov_dima's solution](#)

446.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[gruntov_dima's solution](#)

447.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[gruntov_dima's solution](#)

448.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[gruntov_dima's solution](#)

449.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[gruntov_dima's solution](#)

450.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees
[gruntov_dima's solution](#)

451.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
[gruntov_dima's solution](#)

452.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[gruntov_dima's solution](#)

453.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[gruntov_dima's solution](#)

454.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[gruntov_dima's solution](#)

455.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[gruntov_dima's solution](#)

456.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[gruntov_dima's solution](#)

457.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[gruntov_dima's solution](#)

458.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[gruntov_dima's solution](#)

459.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[gruntov_dima's solution](#)

460.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[gruntov_dima's solution](#)

461.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
[gruntov_dima's solution](#)

462.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[gruntov_dima's solution](#)

463.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[gruntov_dima's solution](#)

464.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees
[gruntov_dima's solution](#)

465.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers
[gruntov_dima's solution](#)

466.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[gruntov_dima's solution](#)

467.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[gruntov_dima's solution](#)

468.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[gruntov_dima's solution](#)

469.

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

[gruntov_dima's solution](#)

470.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[gruntov_dima's solution](#)

471.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[gruntov_dima's solution](#)

472.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[gruntov_dima's solution](#)

473.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[gruntov_dima's solution](#)

474.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[gruntov_dima's solution](#)

475.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-15 · last AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math, probabilities

[gruntov_dima's solution](#)

476.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[gruntov_dima's solution](#)

477.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[gruntov_dima's solution](#)

478.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[gruntov_dima's solution](#)

479.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[gruntov_dima's solution](#)

480.

102375L

[A 70,60 9D,,8CR BCäGCα8](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

481.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

482.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

483.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

484.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

485.

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · last AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

486.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

487.

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

488.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

489.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

490.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

491.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

492.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

493.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

494.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

495.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

496.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

497.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

498.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

499.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

500.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

501.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

502.

103031B

[Arranging Utensils](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

503.

100194I

[A@Da<CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2020-10-05 · last AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

504.

101939J

[AÄBÇÔ8CÄ0C`LCÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

505.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

506.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

507.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

508.

102836B

[A5D5C`8C\\$0CÔ8CR 6C,,6C€](#)

Rating: — · first AC: 2020-11-15 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

509.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

510.

101864D

[Beauty and The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

511.

101154E

[ABC, >D\\$5C#0](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

512.

101154D

[A@CTAC'5CD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

513.

101154C

[A40CiaCT=D'5 D BC :C =D°](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

514.

101154G

[At=C=Crj@ — D 8C'0](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

515.

101154B

[AD>0#BCä@ B BD MCÔ4Cb 8 C\\$KD BC 2C#0](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

516.

101154H

[AôUD\\$ED,,5D BC\\$8CR AC#2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

517.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

518.

100801J

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

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

519.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

520.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

521.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

522.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

523.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

524.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

525.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

526.

101135A

[A5CDD >C C,,?C65D 0](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

527.

102282F

[AÄDdBCt@ D43C 4D´2C =C,,O Dd8DD@](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

528.

101135H

[AäGCT@ CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

529.

102836G

[A >C Ld,,>CR 7C 4C =C,,5](#)

Rating: — · first AC: 2020-11-15 · last AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

530.

100766B

[A00Ä0D\\$=C,,:](#)

Rating: — · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

531.

100766A

[A 2D\\$>CÄ0D\\$8D!5D :C,,5 CD@D47DÄ0](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

532.

101820E

[A>CjACc :Cä@C 1C´O](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

533.

101820D

[A>CÄC48D\\$5 D ?C AD\\$8 At5CÄ;Dä](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

534.

101820B

[A=DDBCäGCÖ0Dò 8C4@C](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

535.

101820C

[A@CäADt5D" ACä1D´BC,,9](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

536.

101820A

[AD>DrBCä9CÖKC' DC,,=C ;](#)

Rating: — · first AC: 2021-03-20 · last AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

537.

1029366

[Bf8Drj0](#)

Rating: — · first AC: 2021-03-06 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

538.

1029365

[A=005GÖ4C @DÄ =C C´LDD5 Bd5CÖBC 2D 0](#)

Rating: — · first AC: 2021-03-06 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

539.

1029368

[A+B · Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

540.

100717D

[At0C4@D47C=0 C´5C=FC,,9](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

541.

100717C

[AÄ8D80T@ A 8Cò 8 C40Ct5D\\$0](#)

Rating: — · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

542.

100717B

[Aö@CäD4;C=0 Cö> Cö0D :D0](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

543.

100717A

[B-GOÄD\\$LCR C,,AD\\$5D 0 A 8CÔ0](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

544.

1029353

[A,,7CÄ5CÔQCÔ=C O AD A](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

545.

1029352

[B UCÄC,,5CÔ8CR BC 1C'8DdK](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

546.

1029351

[AD2CriaAD\\$0CÔ:C](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

547.

102904C

[BÖCtÄD\\$@Cä=CÔK' 7C <Cä:](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

548.

102904E

[ÄÄ*Di8D°](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[gruntov_dima's solution](#)

549.

102904A

[Coins · Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

550.

102904I

[A-GCÄDt5D" >Cö5D 0Dd8C•](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

551.

102904J

[Bt5DedÄ5 C, 1CT;D'5](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

552.

100255A

[A · Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

553.

100246C

[C · Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

554.

100044I

[A5CÄ0CÔ4CÔ0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

555.

100044G

[A70CÔ0D](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

556.

100044H

[B70Crial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

557.

100044K

[A5D>C`5C\\$AC=0Dò 4C,,=C AD\\$8Dò](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

558.

100044F

[AÄ0C40Ct8CĐ](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

559.

100044D

[A4>D7BC,,=C,,FC](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

560.

100044A

[AÔ0C;1Cä;DÄHC,,9 Cä1D`8C' 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

561.

100132D

[A5D>Cò>D 0CD:C€](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

562.

100132H

[B B000Ô=D`9 C4>D >C@](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

563.

100132K

[AS0CÄ?C,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

564.

100132I

[AD;C;1CÔKC' ?C,,BCä=](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

565.

100132A

[B50a0 <CÔKC' IC,,B](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

566.

100132B

[BTOCâB,,GCTAC=0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

567.

100132G

[B\\$CÔaD" :CäBCä2](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

568.

100296J

[A10C4@ C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

569.

100296C

[A4=0ä4D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

570.

100296E

[B\\$CÔ5DD>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

571.

100296H

[A10D*6D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

572.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

573.

100296D

[A5Câ@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

574.

100296G

[Aö@Cq7D°](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

575.

100296B

[A45D5CB'CP](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

576.

102443D

[Guess the Path](#) · Tutorial

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

577.

102443H

[Planet Nine](#) · Tutorial

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

578.

102443I

[Dates](#) · Tutorial

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

579.

102443F

[Isosceles triangles](#) · Tutorial

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

580.

102443A

[Attractive Flowers](#) · Tutorial

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

581.

100633H

[Lunch](#) · Tutorial

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

582.

100633G

[Nano alarm-clocks](#) · Tutorial

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

583.

100633L

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

Rating: — · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

584.

100633B

[Dispersed parentheses](#) · Tutorial

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

585.

102860J

[Boring Lesson](#) · Tutorial

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

586.

102873E

[Count Substrings](#) · Tutorial

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

587.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

588.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

589.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

590.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

591.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

592.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

593.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

594.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

595.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

596.

102836C

[A<C>C,AC ?C,,@C <C,,4D°](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

597.

102836J

[ASKDTE CD=Cä9](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

598.

102836D

[A,3D0i@ C DC,,N](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

599.

102836H

[A >C0LID,,>C' 1C BD4B](#)

Rating: — · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

600.

102836E

[B0?CäeD :C,,9 C# @CäAD 2Cä @C@](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

601.

102836F

[AÄB008CÄ0C`LCÖ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

602.

102836I

[AÄACTE@Cä:D 8CÖ0D\\$>D](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

603.

102836A

[B\\$>D0Cä2D'9 Dd5CÖBD](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

604.

101587B

[A400i>D ?C 7Cä @Cö](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

605.

101587F

[A 50i0i060D =Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

606.

101587C

[AÄBDBC, 8 Cö0D >C`L](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

607.

101587E

[AÄDj5C`QC](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

608.

101587D

[AÄ0D\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

609.

101587I

[A5D7BC ;DÄ=C O C6CD,,:C](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

610.

101587A

[A7006;C€](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

611.

101110C

[AÄ#CäGC`5CÔK](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

612.

101110H

[B7D7C,,AC =C,,5](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

613.

101110I

[A55CÖBC,,;DôFC,,O](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

614.

101110E

[B·B0T?C=CÔ0Dò 1C HCÔO AÄ0C#AC](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

615.

101110J

[B5@CTCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

616.

101110F

[A7007BDC,,;D K-D CDDDC,,;D K](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

617.

101110A

[A78CÖ>CÄ0CÔK](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

618.

100715I

[Tree · Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

619.

100715D

[A7407A C\\$>C`>CÄ:C](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

620.

100715G

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

621.

100715E

[AäGÇE@CT4DÄ](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

622.

100715F

[A\\$5Dc6E LCR ACâ AD\\$5Cα>CÄ](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

623.

100715H

[B\\$@CiaD DCä@CÄ0Dd8Dò <C AD 8C\\$0](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

624.

100715B

[B,8DD@Cä2Cα0](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

625.

100831C

[AD8DiaD 8CαBD°](#)

Rating: — · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

626.

100831J

[B\\$5015Cô>D BD°](#)

Rating: — · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

627.

100831E

[B,;CTGα0 CäB Cò@CT7C,,4CT=D\\$0](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

628.

100831B

[A7D0CDO](#)

Rating: — · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

629.

100831D

[B KD\\$0Dò 8C4@C](#)

Rating: — · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

630.

100831A

[A@di5CÔ0C°](#)

Rating: — · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

631.

100831F

[A0>D1B D >CT=C,,5](#)

Rating: — · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

632.

102793I

[B\\$5Cä@C,,O B 0CÄACTO](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

633.

102772D

[A0>D18CÔ:C FCT?CäGC#8](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

634.

102772H

[B,,T0ä;DÄ=D´5 C05D 5C08D :C€](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

635.

102772C

[A!`T0CäECä4!](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

636.

102772A

[A\\$0C0=Cä5 C00D4GCÔ>CR GC,,AC`>](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

637.

102772B

[Chasing the Butterfly · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

638.

102772G

[B4@Cä! CÄ0D\\$5CÄ0D\\$8C#8](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

639.

102772I

[A,T=C0D8C#0D\\$>D](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

640.

102772J

[AÄ0D10DD>C05D`](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

641.

100538L

[A\\$015C"1Cä;](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

642.

100538A

[A6Tt8CB 2 C=0Ct8CÔ>](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

643.

100538F

[A6Tt8C @](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

644.

100538C

[B-BCt;0' 0Cb A C=,3C <C€](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

645.

100538J

[A,3D0i0 > D BD >C= >C•](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

646.

100538B

[BD8Ct;D4;DÄBD4@CÔKC' 7C ;](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

647.

100538E

[B4@Cä DD8Ct;D4;DÄBD4@D°](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

648.

100538D

[BT=0i1C€](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

649.

100538G

[ADB@ÄD 8 C= >CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

650.

100538I

[A6Tt8Ct4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

651.

101136G

[A4=0i1C\\$>C' >CÄ:C](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

652.

101136E

[B5D8C ;](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

653.

101136I

[Aä?CT@FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

654.

101136K

[B\\$OCÔD;CÄODt8 C, '8D :C`NDt0DäICT5 C,,;C°](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

655.

101136J

[B\\$@DÄCÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

656.

101136D

[BÖAC#OC`OD\\$>D](#)

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[gruntov_dima's solution](#)

657.

101136A

[A->0rda,>C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

658.

101136H

[«A#BCäFCäGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä?»](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

659.

100194F

[A#CÄOCÔ4D°](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

660.

102747E

[BtBDrj0](#)

Rating: — · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

661.

100194G

[B->0r@Cä2C,,IC 2 C# =C,,3C E](#)

Rating: — · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

662.

100194E

[A@Df5C`>CÐ](#)

Rating: — · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

663.

100194H

[A#CÄACÔDò AC\\$0CDLC 0](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

664.

100194J

[A0DriBC,,8](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

665.

100194C

[B 2D0i0T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

666.

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Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

667.

100194B

[B 0D?C,,AC =C,,5](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

668.

100194A

[A0048Dt5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

669.

100419G

[B BD@C=BD4@C](#)

Rating: — · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

670.

100419A

[At<CT0C0i18+](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

671.

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[A0G0ri@CT4DÀ](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

672.

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[A 5D\\$>](#)

Rating: — · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

673.

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[A,3D0i](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

674.

100419C

[XOR · Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

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100419B

[B7Cä?!](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

676.

100529K

[A@CTAD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

677.

100529H

[B_5048D BD 0Dd8Dò =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

678.

100529J

[A@CT!>C @C 7Cä2C =C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

679.

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[AÔTABi8! AÔ A](#)

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[gruntov_dima's solution](#)

680.

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[A70C\\$>CT2C =C,,5](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

681.

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[gruntov_dima's solution](#)

682.

100529G

[AÄ5D!C,,=](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

683.

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Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

684.

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[B,0D!C BD°](#)

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685.

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694.

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Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

696.

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Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

697.

101294I

[BTBorial](#)

Rating: — · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

698.

101294A

[AD5DT6C BDÄ AD\\$@Cä9 - 3](#)

Rating: — · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

699.

102261D

[B TD;Cä4C,,@Cä2C =C,,5](#)

Rating: — · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

700.

102261B

[B 7Cä@D\\$8C\\$=D´9 D\\$CD =C,,@](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

701.

102261A

[A TCCD8C´LCÖ8C#8](#)

Rating: — · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

702.

102261C

[A,,ED\\$5D 5D =C O C,,3D 0](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

703.

102261F

[Aö>CäCç ;Cä<C ND"5C4> C#>CÄ<C,,BC](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

704.

101551C

[Aö@CäBCäiCä; <<B CCD=Cä3Cä 4CÖO>>](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

705.

101551B

[AliKingspress · Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

706.

101551A

[A TC#0D4=D\\$K](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

707.

101551D

[Aç;CäE C O CÄ=Cä3Cä7C 4C GCÖ>D BDÄ](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

708.

101551E

[B-0011G,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

709.

101551G

[A0;CT5D C,,=C4ACÄ0CÔ>C](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

710.

101614A

[A 2D\\$>CD>Cô>C´=CT=C,,5](#)

Rating: — · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

711.

101614H

[A,T,AC&KD\\$0CÔ8CP](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

712.

101614J

[A4DD<Cä=C,,GCTACª8C' @Dô4](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

713.

101614B

[A->Cª8C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

714.

101614C

[Aô>C-502 A A AC40D 4C](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

715.

101614D

[A,,3D010 GC,,AC`0CÄ8](#)

Rating: — · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

716.

101614G

[A,0C1A C,,2Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

717.

102599E

[M~--- CÄ#Cä3Cä<CT@CÔ>D BDÀ](#)

Rating: — · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

718.

102599C

[AÖ0D1ACÔ0DäIC,,9 CÄ0C0](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

719.

102599L

[B B C A C A C O C A D , 8 C O](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

720.

102599K

[Guess Divisors Count](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

721.

102599A

[A D C O C , 3 D O](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

722.

102599H

[A D C O C , =](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

723.

102599B

[A B C D d : C A 5 C A 5 D \\$ @ C A](#)

Rating: — · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

724.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · last AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

725.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

726.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

727.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

728.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

729.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

730.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

731.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

732.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

733.

102023D

[AÄ#C05D\\$:C€](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

734.

102023H

[A00D\\$C`8](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

735.

102023B

[B.001DB 8 C @C,,DCÄ5D\\$8C=0](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

736.

102025D

[AÖNDT,C, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

737.

102025H

[AÖNDT,C€](#)

Rating: — · first AC: 2020-06-09 · last AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

738.

101244C

[A\\$7C0xCÄ ACT9DD0](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

739.

101244B

[A10040C:D C 4D 5C\\$=C,,E A AD 0D 8CÔ>C](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

740.

101244A

[A6504@D46CT=C,,5 C" CÔ8CÄCD](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

741.

100397E

[AÄ50fäC =](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

742.

100397D

[A :Cä3C0D0 Cö@C 7CD=C,,:Cfö](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

743.

100397C

[AÄ>DfäD'9 C\\$7D KC](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

744.

100397B

[Bö3Cä4D² 4C'Ö C'5CÄCD >C](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

745.

100397A

[A :CföDä 8 D BCT9C](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

746.

101764E

[AÄ0D8Cä 8 Cö0D 0C';CT;DÄ=D'9 CÄ8D](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

747.

101764C

[AÄ>CöC](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

748.

101764B

[A TÖCÖ4D,,0DDBCÖKC' 4C,,7C 9CD](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

749.

101764A

[Aö>CÖ7C<CT;DÄ5 CD;Dö ?D 8CÖFCTAD](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

750.

101289B

[AD5DT6C BDÄ AD\\$@Cä9 - 2](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

751.

101289A

[BSÖCTECC4>C'LCÖKC' :C'NDp](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

752.

100174E

[A40D@C](#) CäBD\$5D 8 C 8D\$2C 7C %Cä3C\$0D BD

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

753.

100174D

[A40D@C](#) CäBD\$5D 8 At0C² D >D >Dt5D BC

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

754.

100174C

[A40D@C](#) CäBD\$5D 8 Cd5C´5Ct=C O CD>D >C40

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

755.

100174B

[A40D@C](#) CäBD\$5D 8 B 0D ?D 5CD5C´ODäIC O B,,;Dô?C

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

756.

100174A

[A40D@C](#) CäBD\$5D 8 CÔ>D Cä;C =-CD5-AA>D BC

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

757.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[gruntov_dima's solution](#)

758.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[gruntov_dima's solution](#)

759.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[gruntov_dima's solution](#)

760.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[gruntov_dima's solution](#)

761.

100981B

[At0Cä5CÔ0 C CC#2](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

762.

100981C

[A@C@a7Cä2Cä9 DD>CÔ4](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

763.

100981A

[Aô@CâD=0CÄ<C,,AD" f Ô3Câ CD >C\\$=Dö](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

764.

1024806

[Aô;C=0,,@Câ2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

765.

1024807

[A UCCôCâ<C B](#)

Rating: — · first AC: 2020-01-28 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

766.

1024805

[AÄUCC=AC,,<C ;DÄ=Cä5 Cö@Câ8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2020-01-28 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

767.

1024793

[A->DôC=0 D @D4BC,,=Cä9](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

768.

1024792

[Aô@Ct2D'HCT=C,,5 D :Cä@CâAD\\$8](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

769.

1024791

[B UCC=0CâAD\\$L C=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

770.

102407H

[BÔBC6C€](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

771.

102407I

[A\\$KôD=0 BDÄADò 8Cr >C=0D46CT=C,,0](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

772.

102407D

[AâD 0C ;CT=C,,5 C 0CÔ:C](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

773.

102407G

[Crazy domino · Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

774.

102407F

[A 5D 0 6 ä @ D 6 4 C ä G C Ô > C R 2 D ´ A D \\$ C C ô ; C T = C , 5](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

775.

102407J

[B 4 1 0 ; 9 D B C \\$ 5 C Ô = C O C Ä 0 D \\$ 5 C Ä 0 D \\$ 8 C = 0](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

776.

102407A

[B · C C Ä 0 D H C T 4 D , , 8 C R B D 0 C Ô A C ô > D B C Ô K C R = C ; C ä 3 C €](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

777.

100789E

[B · 8 0 Ä r e | 8 C ö @ D ´ 6 C = 8](#)

Rating: — · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

778.

100789I

[A 5 D 1 8 C Ô : C B D 0 C Ô 7 C , , A D \\$ > D 0](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

779.

100789J

[A D > D r i s C 4 0 C D > C Ä > C •](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

780.

100789F

[B G C A D \\$; C , , 2 D ´ 5 C 8 C ´ 5 D \\$ K](#)

Rating: — · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

781.

100789G

[A 4 @ C a | 1 D °](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

782.

100789A

[A ´ C D I H C ; 9 C ö > C D 0 D > C ç Ò < C A D 8 C "](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

783.

100809A

[A = 0 8 D 0 C Ä < D ² Ó](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

784.

100809E

[A Ä M C H 2 C , , A C , D 0 C = C C ´ 0](#)

Rating: — · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

785.

100809D

[A,3D0l](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

786.

100773E

[B 0D GCTBD² D48CD6C€](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

787.

100773B

[AãFOE?C'5CÔ8CP](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

788.

100773I

[A0×C\\$C @C =DdK](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

789.

100773A

[A6>DTisC B 2 C#8CÔ>](#)

Rating: — · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

790.

100528G

[B.=Dfoia D :Cä1C#0DP](#)

Rating: — · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

791.

100528B

[A,,3D0C! •](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

792.

100528H

[B 7D4ACç ?Cä;CäA](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

793.

100528C

[A@C@C!>C @C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

794.

100528F

[BD×0\\$D 0CÄ:C](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

795.

100528A

[A\\$K000\\$=C,,2C =C,,5 C\\$5D"5D BC\\$5CÔ=D'E Dt8D 5C°](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

796.

100528I

[A,TCel](#)

Rating: — · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: —

[gruntov_dima's solution](#)

797.

101979K

[A008D 8C0B](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

798.

101979C

[AäE D46 D0BC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

799.

100804D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

800.

100804I

[A;C=0TBC D41C`8C](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

801.

100804E

[B 0020T4CT=C,,5 CD@ C :Cä=Cä2](#)

Rating: — · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

802.

100804G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

803.

100804C

[A=BOä=C 7C 2Cä4CR ECä7D68CD](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

804.

100804A

[B\\$CD =C, @ 66> DOTY](#)

Rating: — · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

805.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

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806.

102215I

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807.

102215C

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808.

102215B

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809.

102215A

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Rating: — · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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810.

101939I

[BS0C04CT<C00D0 AD\\$@Cä:C](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

811.

101939H

[AäGCT@CT4DÂ 2 C#0D AD°](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

812.

101939C

[A00i8C04D >CÄ=D´D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

813.

101939F

[AD@D43 C,;C, 2D 0C0](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

814.

101939G

[A00DraC`L](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

815.

101939E

[B\\$>DriE](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

816.

101939D

[A#5C45C`LC0KC' <C 3C 7C,`=](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

817.

101939B

[A#>C00BD >C`LC00D0](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

818.

101939A

[A7@Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

819.

102185F

[B\\$0C7äC`8CÄ8D](#)

Rating: — · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

820.

102185J

[A=5D7C`5CÔ8CR :D >C=CD8C`>C](#)

Rating: — · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

821.

102185B

[BD8C=AC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

822.

102180E

[A\\$000C, ?C @C ;C`5C`LCÔKCR <C,,@D°](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

823.

102180D

[B\\$K0=2CT=CÔ0Dò <C 3C,,O](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

824.

102180C

[A\\$0C0C, BCTBD 0CD8](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

825.

102180B

[A7C0=C`=CT=C,,5 C40D 4CT@Cä1C](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

826.

102180A

[A=0D\\$0C, AC >D K](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

827.

100537B

[B·B00;0`0Cb A C=,3C <C€](#)

Rating: — · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

828.

100537G

[A0=DigCT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

829.

100537E

[BD TOÄC, 7C =C,,<C BCT;DÄ=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

830.

100537C

[BT=0i1C€](#)

Rating: — · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

831.

100537F

[ADBCÄ0D 8 C= >CÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

832.

100537A

[A=0068D\\$0C°](#)

Rating: — · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

833.

102099H

[Hobby · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

834.

102099J

[Join the knowledge · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

835.

102099I

[IMC problem · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

836.

102099G

[Great and Mighty · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

837.

102099D

[Dimitriy and broken sum · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

838.

102099F

[Food getting ways · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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839.

102099L

[Lazy programming · Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

840.

102099B

[Brute force](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

841.

102099A

[A sad number](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

842.

102098I

[Incalculable result](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

843.

102098H

[Hit a ball](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

844.

102098D

[Diners](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

845.

102098A

[Azat's rounding](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

846.

102098E

[Examination aura](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

847.

100944A

[A00011Cä;DÄHC,,9 C0>CDJCT<](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[gruntov_dima's solution](#)

848.

101525E

[B0005D](#)

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

849.

101525G

[B\\$@CTC4>C`LC08Cç C AC#0C`O](#)

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

850.

101525B

[B BC@C O C# @CT?CäAD\\$L](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

851.

101525C

[A4D B Cä3D 0CÄ<C](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

852.

100817G

[Grab Your Seat!](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

853.

100817I

[Is It Tetris?](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

854.

100817H

[Heal](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

855.

100817B

[Bomb Has Been Planted](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

856.

100817E

[Equation](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

857.

100817L

[Looking for Next String](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

858.

100817C

[CSS Is Awesome](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

859.

100817K

[Key Number](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

860.

100799J

[A4Z0710DK CÔ0 Cô>C4>CÔ0DP](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

861.

100799G

[B > C < D](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

862.

100799F

[AÄBÖK' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

863.

100799I

[BÜÖÖAC =](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

864.

100799D

[AD>Ö BC 2C=0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[gruntov_dima's solution](#)

865.

100244F

[Aö=0i5C0](#)

Rating: — · first AC: 2018-04-21 · FPC (first AC) · Tags: —

[gruntov_dima's solution](#)

866.

100244H

[AÄCí5C\\$AC=0Dò 1D4EC40C'BCT@C,,O](#)

Rating: — · first AC: 2018-04-21 · FPC (first AC) · Tags: —

[gruntov_dima's solution](#)

867.

100244A

[B->DöG|,@Cä2C=0 BT0C=CCÔ0 AÄ0D\\$0D\\$0](#)

Rating: — · first AC: 2018-04-21 · PascalABC.NET (first AC) · Tags: —

[gruntov_dima's solution](#)