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Unique solved — gs12117

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

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

Filters: none

Count: 582

- 1.**
1790A
[Polycarp and the Day of Pi](#) · [Tutorial](#)
Quality: 41,042 global accepts · Rating: 800 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings
[gs12117's solution](#)
- 2.**
1171B
[New Year and the Christmas Ornament](#) · [Tutorial](#)
Rating: 800 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[gs12117's solution](#)
- 3.**
1171A
[Dice Rolling](#) · [Tutorial](#)
Rating: 800 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special
[gs12117's solution](#)
- 4.**
912A
[Tricky Alchemy](#) · [Tutorial](#)
Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gs12117's solution](#)
- 5.**
908A
[New Year and Counting Cards](#) · [Tutorial](#)
Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[gs12117's solution](#)
- 6.**
755A
[PolandBall and Hypothesis](#) · [Tutorial](#)
Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[gs12117's solution](#)
- 7.**
750A
[New Year and Hurry](#) · [Tutorial](#)
Quality: 92,544 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[gs12117's solution](#)
- 8.**
472A
[Design Tutorial: Learn from Math](#) · [Tutorial](#)
Quality: 70,765 global accepts · Rating: 800 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: math, number theory
[gs12117's solution](#)
- 9.**
271A
[Beautiful Year](#) · [Tutorial](#)
Quality: 177,702 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force
[gs12117's solution](#)

10.

268A

[Games](#) · [Tutorial](#)

Quality: 104,192 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

[gs12117's solution](#)

11.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gs12117's solution](#)

12.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[gs12117's solution](#)

13.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[gs12117's solution](#)

14.

768A

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

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

[gs12117's solution](#)

15.

611A

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

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

[gs12117's solution](#)

16.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: sortings

[gs12117's solution](#)

17.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings

[gs12117's solution](#)

18.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[gs12117's solution](#)

19.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · last AC: 2016-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[gs12117's solution](#)

20.

584A

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

Quality: 52,601 global accepts · Rating: 1000 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: math

[gs12117's solution](#)

21.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: implementation

[gs12117's solution](#)

22.

500A

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

Quality: 62,683 global accepts · Rating: 1000 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[gs12117's solution](#)

23.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,827 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: implementation, strings

[gs12117's solution](#)

24.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: greedy, implementation

[gs12117's solution](#)

25.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,260 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[gs12117's solution](#)

26.

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[gs12117's solution](#)

27.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[gs12117's solution](#)

28.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings

[gs12117's solution](#)

29.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gs12117's solution](#)

30.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[gs12117's solution](#)

31.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

32.

570A

[Elections](#) · [Tutorial](#)

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

[gs12117's solution](#)

33.

259B

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

Quality: 14,696 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation

[gs12117's solution](#)

34.

259C

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

Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, strings

[gs12117's solution](#)

35.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[gs12117's solution](#)

36.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gs12117's solution](#)

37.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[gs12117's solution](#)

38.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[gs12117's solution](#)

39.

776B

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

Quality: 25,724 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[gs12117's solution](#)

40.

708A

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

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

[gs12117's solution](#)

41.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: greedy, implementation

[gs12117's solution](#)

42.

379B

[New Year Present](#) · [Tutorial](#)

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

[gs12117's solution](#)

43.

342A

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

Quality: 13,872 global accepts · Rating: 1200 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: greedy, implementation

[gs12117's solution](#)

44.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[gs12117's solution](#)

45.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[gs12117's solution](#)

46.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[gs12117's solution](#)

47.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[gs12117's solution](#)

48.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[gs12117's solution](#)

49.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[gs12117's solution](#)

50.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[gs12117's solution](#)

51.

611B

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

Quality: 11,063 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[gs12117's solution](#)

52.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory

[gs12117's solution](#)

53.

572B

[Order Book](#) · [Tutorial](#)

Quality: 8,203 global accepts · Rating: 1300 · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings
[gs12117's solution](#)

54.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[gs12117's solution](#)

55.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation
[gs12117's solution](#)

56.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: —
[gs12117's solution](#)

57.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: implementation, sortings
[gs12117's solution](#)

58.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory
[gs12117's solution](#)

59.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[gs12117's solution](#)

60.

1276A

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

Quality: 12,948 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[gs12117's solution](#)

61.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gs12117's solution](#)

62.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[gs12117's solution](#)

63.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,937 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: dp
[gs12117's solution](#)

64.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math
[gs12117's solution](#)

65.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation
[gs12117's solution](#)

66.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[gs12117's solution](#)

67.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[gs12117's solution](#)

68.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math
[gs12117's solution](#)

69.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: implementation
[gs12117's solution](#)

70.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: greedy
[gs12117's solution](#)

71.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: greedy, sortings
[gs12117's solution](#)

72.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 25,999 global accepts · Rating: 1400 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: data structures, implementation
[gs12117's solution](#)

73.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings
[gs12117's solution](#)

74.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[gs12117's solution](#)

75.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[gs12117's solution](#)

76.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[gs12117's solution](#)

77.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math
[gs12117's solution](#)

78.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,575 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu
[gs12117's solution](#)

79.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[gs12117's solution](#)

80.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[gs12117's solution](#)

81.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[gs12117's solution](#)

82.

960B

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

Quality: 12,391 global accepts · Rating: 1500 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[gs12117's solution](#)

83.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[gs12117's solution](#)

84.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[gs12117's solution](#)

85.

790A

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

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

[gs12117's solution](#)

86.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[gs12117's solution](#)

87.

611C

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

Quality: 9,008 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[gs12117's solution](#)

88.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[gs12117's solution](#)

89.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1500 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: combinatorics

[gs12117's solution](#)

90.

576A

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

Quality: 15,924 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math, number theory

[gs12117's solution](#)

91.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation

[gs12117's solution](#)

92.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[gs12117's solution](#)

93.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[gs12117's solution](#)

94.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,548 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[gs12117's solution](#)

95.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[gs12117's solution](#)

96.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[gs12117's solution](#)

97.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: data structures, implementation

[gs12117's solution](#)

98.

357C

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

Rating: 1500 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: data structures

[gs12117's solution](#)

99.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[gs12117's solution](#)

100.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,493 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[gs12117's solution](#)

101.

329A

[Purification](#) · [Tutorial](#)

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

[gs12117's solution](#)

102.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[gs12117's solution](#)

103.

273A

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

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

104.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,135 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[gs12117's solution](#)

105.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[gs12117's solution](#)

106.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[gs12117's solution](#)

107.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[gs12117's solution](#)

108.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[gs12117's solution](#)

109.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · last AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[gs12117's solution](#)

110.

781A

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

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

[gs12117's solution](#)

111.

768B

[Code For 1](#) · [Tutorial](#)

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

[gs12117's solution](#)

112.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[gs12117's solution](#)

113.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[gs12117's solution](#)

114.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[gs12117's solution](#)

115.

715A

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

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

[gs12117's solution](#)

116.

626C

[Block Towers](#) · [Tutorial](#)

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

[gs12117's solution](#)

117.

607A

[Chain Reaction](#) · [Tutorial](#)

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

[gs12117's solution](#)

118.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[gs12117's solution](#)

119.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: graphs, shortest paths
[gs12117's solution](#)

120.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math
[gs12117's solution](#)

121.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[gs12117's solution](#)

122.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math
[gs12117's solution](#)

123.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[gs12117's solution](#)

124.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[gs12117's solution](#)

125.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[gs12117's solution](#)

126.

453A

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

Quality: 12,438 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities
[gs12117's solution](#)

127.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
[gs12117's solution](#)

128.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math
[gs12117's solution](#)

129.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: greedy
[gs12117's solution](#)

130.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: greedy, math, number theory
[gs12117's solution](#)

131.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
[gs12117's solution](#)

132.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings
[gs12117's solution](#)

133.

375A

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

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory
[gs12117's solution](#)

134.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,349 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory
[gs12117's solution](#)

135.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[gs12117's solution](#)

136.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force
[gs12117's solution](#)

137.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation
[gs12117's solution](#)

138.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics
[gs12117's solution](#)

139.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · last AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math
[gs12117's solution](#)

140.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: number theory
[gs12117's solution](#)

141.

2206J

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

Quality: 1,006 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[gs12117's solution](#)

142.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search
[gs12117's solution](#)

143.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[gs12117's solution](#)

144.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[gs12117's solution](#)

145.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings
[gs12117's solution](#)

146.

759A

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

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[gs12117's solution](#)

147.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[gs12117's solution](#)

148.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math
[gs12117's solution](#)

149.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: data structures

[gs12117's solution](#)

150.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: dp, math

[gs12117's solution](#)

151.

605B

[Lazy Student](#) · [Tutorial](#)

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

[gs12117's solution](#)

152.

590A

[Median Smoothing](#) · [Tutorial](#)

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

[gs12117's solution](#)

153.

584C

[Marina and Vasya](#) · [Tutorial](#)

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

[gs12117's solution](#)

154.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[gs12117's solution](#)

155.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-25 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[gs12117's solution](#)

156.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[gs12117's solution](#)

157.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[gs12117's solution](#)

158.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[gs12117's solution](#)

159.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: 1700 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[gs12117's solution](#)

160.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation
[gs12117's solution](#)

161.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, implementation, math
[gs12117's solution](#)

162.

305B

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

Quality: 2,288 global accepts · Rating: 1700 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
[gs12117's solution](#)

163.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: implementation, math
[gs12117's solution](#)

164.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees
[gs12117's solution](#)

165.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · last AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp
[gs12117's solution](#)

166.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[gs12117's solution](#)

167.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[gs12117's solution](#)

168.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[gs12117's solution](#)

169.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[gs12117's solution](#)

170.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[gs12117's solution](#)

171.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[gs12117's solution](#)

172.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[gs12117's solution](#)

173.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[gs12117's solution](#)

174.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[gs12117's solution](#)

175.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[gs12117's solution](#)

176.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[gs12117's solution](#)

177.

768C

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

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

[gs12117's solution](#)

178.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[gs12117's solution](#)

179.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[gs12117's solution](#)

180.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[gs12117's solution](#)

181.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities
[gs12117's solution](#)

182.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[gs12117's solution](#)

183.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: brute force, math, number theory
[gs12117's solution](#)

184.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[gs12117's solution](#)

185.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-25 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers
[gs12117's solution](#)

186.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: math, ternary search
[gs12117's solution](#)

187.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: constructive algorithms, data structures
[gs12117's solution](#)

188.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[gs12117's solution](#)

189.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers
[gs12117's solution](#)

190.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: greedy
[gs12117's solution](#)

191.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[gs12117's solution](#)

192.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[gs12117's solution](#)

193.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[gs12117's solution](#)

194.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[gs12117's solution](#)

195.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[gs12117's solution](#)

196.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[gs12117's solution](#)

197.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[gs12117's solution](#)

198.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[gs12117's solution](#)

199.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[gs12117's solution](#)

200.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[gs12117's solution](#)

201.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[gs12117's solution](#)

202.

781B

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

Quality: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[gs12117's solution](#)

203.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[gs12117's solution](#)

204.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gs12117's solution](#)

205.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: binary search, math

[gs12117's solution](#)

206.

687C

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

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

207.

685B

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

Quality: 5,355 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[gs12117's solution](#)

208.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

209.

583D

[Once Again...](#) · [Tutorial](#)

Quality: 1900 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[gs12117's solution](#)

210.

553B

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

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

[gs12117's solution](#)

211.

549D

[Haar Features](#) · [Tutorial](#)

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

[gs12117's solution](#)

212.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

213.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[gs12117's solution](#)

214.

472D

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

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[gs12117's solution](#)

215.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: combinatorics, dp

[gs12117's solution](#)

216.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: dp, math, probabilities

[gs12117's solution](#)

217.

367B

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

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: binary search, data structures

[gs12117's solution](#)

218.

377B

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

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

[gs12117's solution](#)

219.

357D

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

Rating: 1900 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: number theory

[gs12117's solution](#)

220.

342C

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

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: geometry

[gs12117's solution](#)

221.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,836 global accepts · Rating: 1900 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: dp, flows, greedy

[gs12117's solution](#)

222.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · last AC: 2013-06-24 · GNU C++ (first AC) · Tags: data structures, implementation

[gs12117's solution](#)

223.

259D

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

Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[gs12117's solution](#)

224.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,213 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[gs12117's solution](#)

225.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: data structures

[gs12117's solution](#)

226.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[gs12117's solution](#)

227.

611D

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

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

[gs12117's solution](#)

228.

571B

[Minimization](#) · [Tutorial](#)

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

[gs12117's solution](#)

229.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[gs12117's solution](#)

230.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-25 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[gs12117's solution](#)

231.

526C

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

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

[gs12117's solution](#)

232.

516B

[Brazil and Tiles](#) · [Tutorial](#)

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

[gs12117's solution](#)

233.

504B

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

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math

[gs12117's solution](#)

234.

494B

[Obsessive String](#) · [Tutorial](#)

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

[gs12117's solution](#)

235.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: math

[gs12117's solution](#)

236.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[gs12117's solution](#)

237.

453B

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

Quality: 5,400 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[gs12117's solution](#)

238.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[gs12117's solution](#)

239.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

240.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

241.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[gs12117's solution](#)

242.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: geometry

[gs12117's solution](#)

243.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[gs12117's solution](#)

244.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[gs12117's solution](#)

245.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: dp, strings

[gs12117's solution](#)

246.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: brute force, implementation

[gs12117's solution](#)

247.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp

[gs12117's solution](#)

248.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[gs12117's solution](#)

249.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

250.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[gs12117's solution](#)

251.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[gs12117's solution](#)

252.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[gs12117's solution](#)

253.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[gs12117's solution](#)

254.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[gs12117's solution](#)

255.

790B

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

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[gs12117's solution](#)

256.

781C

[Underground Lab](#) · [Tutorial](#)

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

[gs12117's solution](#)

257.

776E

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[gs12117's solution](#)

258.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[gs12117's solution](#)

259.

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[gs12117's solution](#)

260.

601B

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

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

[gs12117's solution](#)

261.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: binary search, geometry, math

[gs12117's solution](#)

262.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

263.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[gs12117's solution](#)

264.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[gs12117's solution](#)

265.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math

[gs12117's solution](#)

266.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory
[gs12117's solution](#)

267.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-17 · last AC: 2014-09-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[gs12117's solution](#)

268.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: combinatorics, dp

[gs12117's solution](#)

269.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: data structures

[gs12117's solution](#)

270.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[gs12117's solution](#)

271.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[gs12117's solution](#)

272.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[gs12117's solution](#)

273.

357E

[Compartments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

274.

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[gs12117's solution](#)

275.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[gs12117's solution](#)

276.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[gs12117's solution](#)

277.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[gs12117's solution](#)

278.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[gs12117's solution](#)

279.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[gs12117's solution](#)

280.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[gs12117's solution](#)

281.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · last AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[gs12117's solution](#)

282.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[gs12117's solution](#)

283.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[gs12117's solution](#)

284.

663C

[Graph Coloring](#) · [Tutorial](#)

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

[gs12117's solution](#)

285.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: data structures, divide and conquer, greedy

[gs12117's solution](#)

286.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[gs12117's solution](#)

287.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: data structures, trees

[gs12117's solution](#)

288.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[gs12117's solution](#)

289.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures

[gs12117's solution](#)

290.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[gs12117's solution](#)

291.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: games

[gs12117's solution](#)

292.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[gs12117's solution](#)

293.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

[gs12117's solution](#)

294.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[gs12117's solution](#)

295.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[gs12117's solution](#)

296.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[gs12117's solution](#)

297.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gs12117's solution](#)

298.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[gs12117's solution](#)

299.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[gs12117's solution](#)

300.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[gs12117's solution](#)

301.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: implementation

[gs12117's solution](#)

302.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[gs12117's solution](#)

303.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[gs12117's solution](#)

304.

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[gs12117's solution](#)

305.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[gs12117's solution](#)

306.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[gs12117's solution](#)

307.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[gs12117's solution](#)

308.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[gs12117's solution](#)

309.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[gs12117's solution](#)

310.

800C

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

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[gs12117's solution](#)

311.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[gs12117's solution](#)

312.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[gs12117's solution](#)

313.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[gs12117's solution](#)

314.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

315.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[gs12117's solution](#)

316.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, math, probabilities

[gs12117's solution](#)

317.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: games

[gs12117's solution](#)

318.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[gs12117's solution](#)

319.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

320.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[gs12117's solution](#)

321.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp

[gs12117's solution](#)

322.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[gs12117's solution](#)

323.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[gs12117's solution](#)

324.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[gs12117's solution](#)

325.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[gs12117's solution](#)

326.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[gs12117's solution](#)

327.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: brute force, dsu, graphs, implementation

[gs12117's solution](#)

328.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: dp, games

[gs12117's solution](#)

329.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[gs12117's solution](#)

330.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: fft, number theory
[gs12117's solution](#)

331.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[gs12117's solution](#)

332.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[gs12117's solution](#)

333.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2018-01-05 · last AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[gs12117's solution](#)

334.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[gs12117's solution](#)

335.

781D

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

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[gs12117's solution](#)

336.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp
[gs12117's solution](#)

337.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[gs12117's solution](#)

338.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[gs12117's solution](#)

339.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[gs12117's solution](#)

340.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[gs12117's solution](#)

341.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

342.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: geometry

[gs12117's solution](#)

343.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[gs12117's solution](#)

344.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: number theory

[gs12117's solution](#)

345.

583E

[Superior Periodic Subarrays](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: number theory

[gs12117's solution](#)

346.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-25 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[gs12117's solution](#)

347.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation

[gs12117's solution](#)

348.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[gs12117's solution](#)

349.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: data structures, dp, number theory

[gs12117's solution](#)

350.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[gs12117's solution](#)

351.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[gs12117's solution](#)

352.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,930 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[gs12117's solution](#)

353.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: data structures, two pointers

[gs12117's solution](#)

354.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: data structures

[gs12117's solution](#)

355.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: combinatorics, dp

[gs12117's solution](#)

356.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[gs12117's solution](#)

357.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[gs12117's solution](#)

358.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[gs12117's solution](#)

359.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[gs12117's solution](#)

360.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, trees

[gs12117's solution](#)

361.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[gs12117's solution](#)

362.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[gs12117's solution](#)

363.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[gs12117's solution](#)

364.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[gs12117's solution](#)

365.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[gs12117's solution](#)

366.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[gs12117's solution](#)

367.

868F

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

Quality: 5,099 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[gs12117's solution](#)

368.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[gs12117's solution](#)

369.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gs12117's solution](#)

370.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[gs12117's solution](#)

371.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · last AC: 2016-06-29 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[gs12117's solution](#)

372.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: binary search, implementation

[gs12117's solution](#)

373.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: hashing, strings

[gs12117's solution](#)

374.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: data structures, dfs and similar

[gs12117's solution](#)

375.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: data structures, number theory

[gs12117's solution](#)

376.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: binary search, geometry

[gs12117's solution](#)

377.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[gs12117's solution](#)

378.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: binary search, implementation, math

[gs12117's solution](#)

379.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: implementation, math

[gs12117's solution](#)

380.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math

[gs12117's solution](#)

381.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[gs12117's solution](#)

382.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, greedy

[gs12117's solution](#)

383.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: geometry, schedules, sortings

[gs12117's solution](#)

384.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms
[gs12117's solution](#)

385.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[gs12117's solution](#)

386.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[gs12117's solution](#)

387.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[gs12117's solution](#)

388.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[gs12117's solution](#)

389.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[gs12117's solution](#)

390.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[gs12117's solution](#)

391.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[gs12117's solution](#)

392.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[gs12117's solution](#)

393.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[gs12117's solution](#)

394.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[gs12117's solution](#)

395.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[gs12117's solution](#)

396.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp

[gs12117's solution](#)

397.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[gs12117's solution](#)

398.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, probabilities

[gs12117's solution](#)

399.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: dp

[gs12117's solution](#)

400.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: brute force, geometry

[gs12117's solution](#)

401.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, trees

[gs12117's solution](#)

402.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[gs12117's solution](#)

403.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[gs12117's solution](#)

404.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[gs12117's solution](#)

405.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[gs12117's solution](#)

406.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[gs12117's solution](#)

407.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[gs12117's solution](#)

408.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[gs12117's solution](#)

409.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees
[gs12117's solution](#)

410.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[gs12117's solution](#)

411.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[gs12117's solution](#)

412.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms
[gs12117's solution](#)

413.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[gs12117's solution](#)

414.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, math, probabilities
[gs12117's solution](#)

415.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: dp, matrices
[gs12117's solution](#)

416.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-29 · last AC: 2014-12-29 · GNU C++ (first AC) · Tags: dp, matrices
[gs12117's solution](#)

417.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: constructive algorithms, math, matrices
[gs12117's solution](#)

418.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-06 · last AC: 2014-07-07 · GNU C++ (first AC) · Tags: binary search, dsu, trees
[gs12117's solution](#)

419.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[gs12117's solution](#)

420.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: combinatorics, dp
[gs12117's solution](#)

421.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[gs12117's solution](#)

422.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[gs12117's solution](#)

423.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[gs12117's solution](#)

424.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities
[gs12117's solution](#)

425.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees
[gs12117's solution](#)

426.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[gs12117's solution](#)

427.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[gs12117's solution](#)

428.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[gs12117's solution](#)

429.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: math

[gs12117's solution](#)

430.

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: brute force, dp, two pointers

[gs12117's solution](#)

431.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2014-01-01 · last AC: 2014-01-02 · GNU C++ (first AC) · Tags: dp, geometry

[gs12117's solution](#)

432.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[gs12117's solution](#)

433.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[gs12117's solution](#)

434.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[gs12117's solution](#)

435.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees

[gs12117's solution](#)

436.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[gs12117's solution](#)

437.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[gs12117's solution](#)

438.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[gs12117's solution](#)

439.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[gs12117's solution](#)

440.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[gs12117's solution](#)

441.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu
[gs12117's solution](#)

442.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[gs12117's solution](#)

443.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-24 · last AC: 2016-08-24 · GNU C++11 (first AC) · Tags: flows
[gs12117's solution](#)

444.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: binary search, math
[gs12117's solution](#)

445.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[gs12117's solution](#)

446.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: binary search, greedy
[gs12117's solution](#)

447.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2013-04-18 · GNU C++ (first AC) · Tags: strings
[gs12117's solution](#)

448.

1545D

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

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[gs12117's solution](#)

449.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[gs12117's solution](#)

450.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[gs12117's solution](#)

451.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: dp, sortings
[gs12117's solution](#)

452.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-07-19 · last AC: 2016-07-21 · GNU C++ (first AC) · Tags: combinatorics, number theory
[gs12117's solution](#)

453.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: bitmasks, dp, expression parsing
[gs12117's solution](#)

454.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp
[gs12117's solution](#)

455.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: dp, matrices
[gs12117's solution](#)

456.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[gs12117's solution](#)

457.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[gs12117's solution](#)

458.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: data structures, dp, greedy, math

[gs12117's solution](#)

459.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, math, sortings

[gs12117's solution](#)

460.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[gs12117's solution](#)

461.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[gs12117's solution](#)

462.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp, math

[gs12117's solution](#)

463.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[gs12117's solution](#)

464.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[gs12117's solution](#)

465.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: dp, math, number theory

[gs12117's solution](#)

466.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[gs12117's solution](#)

467.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[gs12117's solution](#)

468.

101933G

[Game Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-18 · PyPy 3 (first AC) · Tags: —

[gs12117's solution](#)

469.

101933F

[Firing the Phaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

470.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

471.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

472.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · PyPy 3 (first AC) · Tags: —

[gs12117's solution](#)

473.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · PyPy 3 (first AC) · Tags: —

[gs12117's solution](#)

474.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

475.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[gs12117's solution](#)

476.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

477.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

478.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

479.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[gs12117's solution](#)

480.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[gs12117's solution](#)

481.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[gs12117's solution](#)

482.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[gs12117's solution](#)

483.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[gs12117's solution](#)

484.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[gs12117's solution](#)

485.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[gs12117's solution](#)

486.

101370B

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

487.

101370E

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

488.

101370G

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

489.

101370I

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

490.

101370H

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

491.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

492.

101370A

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

493.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

494.

101370C

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

495.

101370F

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

496.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

497.

100960D

[Handling a Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

498.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

499.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

500.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

501.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

502.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

503.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

504.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

505.

101234G

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

Rating: — · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

506.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

507.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[gs12117's solution](#)

508.

100863H

[Heroes of Money and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

509.

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

510.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

511.

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

512.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

513.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

514.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

515.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

516.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

517.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

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

[gs12117's solution](#)

518.

100531I

[Instruction](#) · [Tutorial](#)

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

[gs12117's solution](#)

519.

100531K

[Kebab House](#) · [Tutorial](#)

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

[gs12117's solution](#)

520.

100531F

[Fragmentation](#) · [Tutorial](#)

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

[gs12117's solution](#)

521.

100531J

[Joy of Flight](#) · [Tutorial](#)

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

[gs12117's solution](#)

522.

100531D

[Digits](#) · [Tutorial](#)

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

[gs12117's solution](#)

523.

100531G

[Grave](#) · [Tutorial](#)

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

[gs12117's solution](#)

524.

100531B

[Buffcraft](#) · [Tutorial](#)

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

[gs12117's solution](#)

525.

100531A

[Alarm Clock](#) · [Tutorial](#)

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

[gs12117's solution](#)

526.

100113J

[Order Splitter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

527.

100113G

[Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

528.

100113L

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

529.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

530.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

531.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

532.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

533.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

534.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

535.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

536.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

537.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

538.

100801J

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

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

539.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

540.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

541.

100801D

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

Rating: — · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

542.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

543.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

544.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

545.

100801A

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

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

546.

100726J

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-11 · GNU C++ (first AC) · Tags: —

[gs12117's solution](#)

547.

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-11 · MS C++ (first AC) · Tags: —

[gs12117's solution](#)

548.

100726G

[Room Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

549.

100726E

[Mountain Road](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

550.

100726B

[Common Subexpression Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: —

[gs12117's solution](#)

551.

100726I

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