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Unique solved — guptautkarsh028

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

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Filters: none

Count: 782

1.

2123B

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2.

2123A

[Blackboard Game](#) · [Tutorial](#)

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3.

4A

[Watermelon](#) · [Tutorial](#)

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4.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · Java 8 (first AC) · Tags: greedy, math

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5.

1538A

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6.

1472B

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7.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · Java 8 (first AC) · Tags: greedy, math

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8.

1300A

[Non-zero](#) · [Tutorial](#)

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9.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-17 · Java 8 (first AC) · Tags: implementation, math

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10.

1392A

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

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11.

1352A

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12.

1358A

[Park Lighting](#) · [Tutorial](#)

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13.

1353B

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14.

1353A

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15.

1281A

[Suffix Three](#) · [Tutorial](#)

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16.

1269A

[Equation](#) · [Tutorial](#)

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17.

1301A

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18.

1294A

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19.

1154A

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20.

1118A

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21.

1108A

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22.

339A

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23.

1095A

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24.

1061A

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25.

1043A

[Elections](#) · [Tutorial](#)

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26.

959A

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27.

832A

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28.

1060A

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29.

630A

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

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30.

688A

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31.

1041A

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32.

1038A

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33.

1028A

[Find Square](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

34.

384A

[Coder](#) · [Tutorial](#)

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35.

71A

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36.

443A

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

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37.

996A

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38.

467A

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39.

999A

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40.

992A

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41.

994A

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42.

987A

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43.

9A

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44.

946A

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45.

931A

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46.

935A

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47.

939A

[Love Triangle](#) · [Tutorial](#)

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48.

932A

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49.

918A

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50.

908A

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51.

900A

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[guptautkarsh028's solution](#)

52.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

53.

859A

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[guptautkarsh028's solution](#)

54.

835A

[Key races](#) · [Tutorial](#)

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55.

831B

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[guptautkarsh028's solution](#)

56.

822A

[I'm bored with life](#) · [Tutorial](#)

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57.

758A

[Holiday Of Equality](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

58.

821A

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[guptautkarsh028's solution](#)

59.

811A

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60.

796A

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61.

782A

[Andryusha and Socks](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

62.

764A

[Taymyr is calling you](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

63.

760A

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[guptautkarsh028's solution](#)

64.

749A

[Bachgold Problem](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

65.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2016-11-15 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

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66.

734A

[Anton and Danik](#) · [Tutorial](#)

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67.

716A

[Crazy Computer](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

68.

703A

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69.

680A

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70.

711A

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71.

1419A

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72.

868A

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73.

1272A

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74.

1282A

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75.

1295A

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76.

549A

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77.

1095B

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78.

1055A

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79.

276A

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80.

320A

[Magic Numbers](#) · [Tutorial](#)

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81.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

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82.

991B

[Getting an A](#) · [Tutorial](#)

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83.

999B

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84.

989A

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85.

981A

[Antipalindrome](#) · [Tutorial](#)

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86.

127A

[Wasted Time](#) · [Tutorial](#)

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87.

6A

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[guptautkarsh028's solution](#)

88.

706A

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89.

980A

[Links and Pearls](#) · [Tutorial](#)

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90.

948A

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91.

935B

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92.

918B

[Radio Station](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

93.

913A

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[guptautkarsh028's solution](#)

94.

876A

[Trip For Meal](#) · [Tutorial](#)

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95.

841A

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[guptautkarsh028's solution](#)

96.

834A

[The Useless Toy](#) · [Tutorial](#)

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97.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

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98.

814A

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99.

810A

[Straight <<A>>](#) · [Tutorial](#)

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100.

801B

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101.

807A

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[guptautkarsh028's solution](#)

102.

776A

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103.

768A

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Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · Java 8 (first AC) · Tags: constructive algorithms, sortings

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104.

764B

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

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105.

733A

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Quality: 16,959 global accepts · Rating: 1000 · first AC: 2018-10-26 · last AC: 2025-09-04 · Java 8 (first AC) · Tags: implementation

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106.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

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107.

1419D1

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108.

1358B

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109.

1353C

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110.

1260A

[Heating](#) · [Tutorial](#)

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111.

1277A

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Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: implementation

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112.

1278A

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113.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-23 · Java 8 (first AC) · Tags: greedy, implementation, sortings

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114.

118B

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115.

118A

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116.

339B

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117.

604A

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118.

120A

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Quality: 5,666 global accepts · Rating: 1000 · first AC: 2018-10-31 · Java 8 (first AC) · Tags: brute force, implementation, math

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119.

616B

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120.

1033A

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121.

1059A

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Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · Java 8 (first AC) · Tags: implementation

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122.

742A

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Quality: 51,992 global accepts · Rating: 1000 · first AC: 2018-10-02 · Java 8 (first AC) · Tags: implementation, math, number theory

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123.

688B

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124.

1051B

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Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · Java 8 (first AC) · Tags: greedy, math, number theory

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125.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2018-09-13 · Java 8 (first AC) · Tags: implementation, math

[guptautkarsh028's solution](#)

126.

659A

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Quality: 16,833 global accepts · Rating: 1000 · first AC: 2018-09-12 · Java 8 (first AC) · Tags: implementation, math

[guptautkarsh028's solution](#)

127.

1036A

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128.

1027A

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[guptautkarsh028's solution](#)

129.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: math

[guptautkarsh028's solution](#)

130.

998A

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Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[guptautkarsh028's solution](#)

131.

69A

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[guptautkarsh028's solution](#)

132.

29A

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[guptautkarsh028's solution](#)

133.

991A

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[guptautkarsh028's solution](#)

134.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · Java 8 (first AC) · Tags: implementation, math

[guptautkarsh028's solution](#)

135.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: sortings

[guptautkarsh028's solution](#)

136.

157B

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Quality: 14,187 global accepts · Rating: 1000 · first AC: 2018-05-25 · Java 8 (first AC) · Tags: geometry, sortings

[guptautkarsh028's solution](#)

137.

560A

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Quality: 19,885 global accepts · Rating: 1000 · first AC: 2018-05-06 · Java 8 (first AC) · Tags: implementation, sortings

[guptautkarsh028's solution](#)

138.

958B1

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Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

139.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

140.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · Java 8 (first AC) · Tags: brute force, greedy, sortings

[guptautkarsh028's solution](#)

141.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

142.

864B

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

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[guptautkarsh028's solution](#)

143.

864A

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Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · Java 8 (first AC) · Tags: implementation, sortings

[guptautkarsh028's solution](#)

144.

862A

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Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-19 · Java 8 (first AC) · Tags: greedy, implementation

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145.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · Java 8 (first AC) · Tags: brute force, geometry, math

[guptautkarsh028's solution](#)

146.

849A

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Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

147.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · Java 8 (first AC) · Tags: greedy, implementation, strings

[guptautkarsh028's solution](#)

148.

831A

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Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-13 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

149.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · Java 8 (first AC) · Tags: brute force, implementation, strings

[guptautkarsh028's solution](#)

150.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-06-26 · Java 8 (first AC) · Tags: constructive algorithms, math

[guptautkarsh028's solution](#)

151.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-17 · Java 8 (first AC) · Tags: brute force, implementation

[guptautkarsh028's solution](#)

152.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · Java 8 (first AC) · Tags: constructive algorithms

[guptautkarsh028's solution](#)

153.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-04 · Java 8 (first AC) · Tags: constructive algorithms

[guptautkarsh028's solution](#)

154.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · Java 8 (first AC) · Tags: greedy, math

[guptautkarsh028's solution](#)

155.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · Java 8 (first AC) · Tags: brute force, constructive algorithms, strings

[guptautkarsh028's solution](#)

156.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-08 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[guptautkarsh028's solution](#)

157.

766A

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

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-08 · Java 8 (first AC) · Tags: constructive algorithms, strings

[guptautkarsh028's solution](#)

158.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[guptautkarsh028's solution](#)

159.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-09-21 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[guptautkarsh028's solution](#)

160.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · Java 8 (first AC) · Tags: dp, graphs

[guptautkarsh028's solution](#)

161.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2020-05-17 · last AC: 2020-05-19 · Java 8 (first AC) · Tags: brute force, math, number theory

[guptautkarsh028's solution](#)

162.

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory

[guptautkarsh028's solution](#)

163.

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: binary search, dp, implementation

[guptautkarsh028's solution](#)

164.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2018-10-31 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

165.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[guptautkarsh028's solution](#)

166.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

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167.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2018-10-26 · Java 8 (first AC) · Tags: math

[guptautkarsh028's solution](#)

168.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2018-10-16 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

169.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2018-10-16 · Java 8 (first AC) · Tags: games, math

[guptautkarsh028's solution](#)

170.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-10-11 · Java 8 (first AC) · Tags: greedy, math

[guptautkarsh028's solution](#)

171.

1033B

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Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: math, number theory

[guptautkarsh028's solution](#)

172.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · Java 8 (first AC) · Tags: greedy

[guptautkarsh028's solution](#)

173.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[guptautkarsh028's solution](#)

174.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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175.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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176.

869B

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[guptautkarsh028's solution](#)

177.

869A

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178.

1042A

[Benches](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

179.

1038B

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[guptautkarsh028's solution](#)

180.

667B

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[guptautkarsh028's solution](#)

181.

987B

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[guptautkarsh028's solution](#)

182.

667A

[Pouring Rain](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

183.

270A

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Quality: 50,830 global accepts · Rating: 1100 · first AC: 2018-05-05 · Java 8 (first AC) · Tags: geometry, implementation, math
[guptautkarsh028's solution](#)

184.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · Java 8 (first AC) · Tags: math, number theory
[guptautkarsh028's solution](#)

185.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · Java 8 (first AC) · Tags: implementation
[guptautkarsh028's solution](#)

186.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · Java 8 (first AC) · Tags: math, number theory

[guptautkarsh028's solution](#)

187.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · Java 8 (first AC) · Tags: geometry

[guptautkarsh028's solution](#)

188.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: games, math

[guptautkarsh028's solution](#)

189.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · Java 8 (first AC) · Tags: greedy

[guptautkarsh028's solution](#)

190.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: data structures, implementation

[guptautkarsh028's solution](#)

191.

758B

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Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-06-28 · Java 8 (first AC) · Tags: brute force, implementation, number theory

[guptautkarsh028's solution](#)

192.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-06-26 · Java 8 (first AC) · Tags: brute force, greedy

[guptautkarsh028's solution](#)

193.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2017-05-11 · Java 8 (first AC) · Tags: brute force, implementation

[guptautkarsh028's solution](#)

194.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-05-08 · Java 8 (first AC) · Tags: brute force

[guptautkarsh028's solution](#)

195.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

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196.

767A

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[guptautkarsh028's solution](#)

197.

714A

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Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: implementation, math
[guptautkarsh028's solution](#)

198.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-16 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[guptautkarsh028's solution](#)

199.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-17 · Java 8 (first AC) · Tags: greedy, implementation
[guptautkarsh028's solution](#)

200.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-06-28 · Java 8 (first AC) · Tags: binary search, math
[guptautkarsh028's solution](#)

201.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-06-28 · Java 8 (first AC) · Tags: constructive algorithms, math
[guptautkarsh028's solution](#)

202.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2020-03-24 · Java 8 (first AC) · Tags: combinatorics, dp, implementation
[guptautkarsh028's solution](#)

203.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2020-03-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation
[guptautkarsh028's solution](#)

204.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: greedy, number theory
[guptautkarsh028's solution](#)

205.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: implementation, sortings
[guptautkarsh028's solution](#)

206.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: math
[guptautkarsh028's solution](#)

207.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-23 · Java 8 (first AC) · Tags: implementation, strings
[guptautkarsh028's solution](#)

208.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-23 · Java 8 (first AC) · Tags: dp, greedy, math
[guptautkarsh028's solution](#)

209.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-22 · Java 8 (first AC) · Tags: implementation
[guptautkarsh028's solution](#)

210.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2018-12-16 · Java 8 (first AC) · Tags: brute force, implementation
[guptautkarsh028's solution](#)

211.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: implementation, math, number theory
[guptautkarsh028's solution](#)

212.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: greedy, strings
[guptautkarsh028's solution](#)

213.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation
[guptautkarsh028's solution](#)

214.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-10-16 · Java 8 (first AC) · Tags: games, greedy, implementation
[guptautkarsh028's solution](#)

215.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: games, math
[guptautkarsh028's solution](#)

216.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[guptautkarsh028's solution](#)

217.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · Java 8 (first AC) · Tags: greedy, implementation, strings
[guptautkarsh028's solution](#)

218.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-17 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, implementation
[guptautkarsh028's solution](#)

219.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2018-09-13 · Java 8 (first AC) · Tags: implementation, math
[guptautkarsh028's solution](#)

220.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2018-09-12 · Java 8 (first AC) · Tags: greedy, implementation
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221.

1028B

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222.

1027B

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Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · Java 8 (first AC) · Tags: implementation, math
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223.

1023A

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Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: brute force, implementation, strings
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224.

1023C

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Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: greedy
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225.

998B

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[guptautkarsh028's solution](#)

226.

1000A

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Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · Java 8 (first AC) · Tags: greedy, implementation
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227.

999C

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Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · Java 8 (first AC) · Tags: implementation
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228.

989B

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229.

990B

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230.

80B

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231.

958C1

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232.

960A

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233.

931B

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234.

913B

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[guptautkarsh028's solution](#)

235.

908B

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[guptautkarsh028's solution](#)

236.

911B

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Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · Java 8 (first AC) · Tags: binary search, brute force, implementation
[guptautkarsh028's solution](#)

237.

461A

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Quality: 16,433 global accepts · Rating: 1200 · first AC: 2017-11-01 · Java 8 (first AC) · Tags: greedy, sortings
[guptautkarsh028's solution](#)

238.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: brute force, math
[guptautkarsh028's solution](#)

239.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · Java 8 (first AC) · Tags: brute force, two pointers
[guptautkarsh028's solution](#)

240.

779C

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241.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-23 · Java 8 (first AC) · Tags: implementation, math, number theory
[guptautkarsh028's solution](#)

242.

811B

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Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-06-20 · Java 8 (first AC) · Tags: implementation, sortings
[guptautkarsh028's solution](#)

243.

812A

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244.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · Java 8 (first AC) · Tags: brute force, math, number theory
[guptautkarsh028's solution](#)

245.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · Java 8 (first AC) · Tags: constructive algorithms, number theory
[guptautkarsh028's solution](#)

246.

749B

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Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · Java 8 (first AC) · Tags: brute force, constructive algorithms, geometry
[guptautkarsh028's solution](#)

247.

740B

[Alyona and flowers](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

248.

714B

[Filya and Homework](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

249.

621B

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[guptautkarsh028's solution](#)

250.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2018-12-16 · last AC: 2025-09-04 · Java 8 (first AC) · Tags: data structures, implementation
[guptautkarsh028's solution](#)

251.

1538C

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Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · Java 8 (first AC) · Tags: binary search, data structures, math, two pointers
[guptautkarsh028's solution](#)

252.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-06-28 · Java 8 (first AC) · Tags: implementation
[guptautkarsh028's solution](#)

253.

633B

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254.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-04-16 · Java 8 (first AC) · Tags: binary search, math
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255.

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: greedy, math, number theory
[guptautkarsh028's solution](#)

256.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: brute force, greedy, math
[guptautkarsh028's solution](#)

257.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · Java 8 (first AC) · Tags: greedy, implementation
[guptautkarsh028's solution](#)

258.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: greedy, implementation
[guptautkarsh028's solution](#)

259.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-13 · Java 8 (first AC) · Tags: dsu, implementation
[guptautkarsh028's solution](#)

260.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: binary search, math
[guptautkarsh028's solution](#)

261.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2018-11-05 · Java 8 (first AC) · Tags: math
[guptautkarsh028's solution](#)

262.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: games, greedy, implementation
[guptautkarsh028's solution](#)

263.

276B

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

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2018-10-27 · Java 8 (first AC) · Tags: games, greedy
[guptautkarsh028's solution](#)

264.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2018-10-16 · Java 8 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[guptautkarsh028's solution](#)

265.

1059B

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Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · Java 8 (first AC) · Tags: implementation
[guptautkarsh028's solution](#)

266.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[guptautkarsh028's solution](#)

267.

630F

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Quality: 8,049 global accepts · Rating: 1300 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: combinatorics, math
[guptautkarsh028's solution](#)

268.

220A

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Quality: 13,119 global accepts · Rating: 1300 · first AC: 2018-09-27 · Java 8 (first AC) · Tags: implementation, sortings
[guptautkarsh028's solution](#)

269.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2018-09-12 · Java 8 (first AC) · Tags: constructive algorithms, sortings
[guptautkarsh028's solution](#)

270.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · Java 8 (first AC) · Tags: greedy, sortings
[guptautkarsh028's solution](#)

271.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dp, greedy, strings
[guptautkarsh028's solution](#)

272.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: greedy
[guptautkarsh028's solution](#)

273.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math
[guptautkarsh028's solution](#)

274.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[guptautkarsh028's solution](#)

275.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: binary search, math

[guptautkarsh028's solution](#)

276.

956A

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Rating: 1300 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: greedy, implementation

[guptautkarsh028's solution](#)

277.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: math, probabilities

[guptautkarsh028's solution](#)

278.

476B

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Quality: 37,037 global accepts · Rating: 1300 · first AC: 2018-03-16 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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279.

946C

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · Java 8 (first AC) · Tags: greedy, strings

[guptautkarsh028's solution](#)

280.

932B

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Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar

[guptautkarsh028's solution](#)

281.

919C

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Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · Java 8 (first AC) · Tags: brute force, implementation

[guptautkarsh028's solution](#)

282.

909B

[Segments](#) · [Tutorial](#)

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283.

900B

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[guptautkarsh028's solution](#)

284.

897B

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285.

519C

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[guptautkarsh028's solution](#)

286.

887B

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287.

876B

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288.

862B

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289.

844B

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290.

841C

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Rating: 1300 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: greedy

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291.

820B

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[guptautkarsh028's solution](#)

292.

821B

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Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · Java 8 (first AC) · Tags: brute force, math

[guptautkarsh028's solution](#)

293.

814B

[An express train to reveries](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

294.

810B

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295.

807B

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[guptautkarsh028's solution](#)

296.

798B

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[guptautkarsh028's solution](#)

297.

796B

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[guptautkarsh028's solution](#)

298.

787B

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[guptautkarsh028's solution](#)

299.

761B

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Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · Java 8 (first AC) · Tags: brute force, implementation, math

[guptautkarsh028's solution](#)

300.

740A

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Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: brute force, implementation

[guptautkarsh028's solution](#)

301.

716B

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

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-27 · Java 8 (first AC) · Tags: greedy, two pointers

[guptautkarsh028's solution](#)

302.

1277C

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

Rating: 1400 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: dp, greedy

[guptautkarsh028's solution](#)

303.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-03-05 · Java 8 (first AC) · Tags: dp, greedy, sortings

[guptautkarsh028's solution](#)

304.

713A

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Quality: 8,865 global accepts · Rating: 1400 · first AC: 2019-05-08 · Java 8 (first AC) · Tags: data structures, implementation

[guptautkarsh028's solution](#)

305.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: implementation, math

[guptautkarsh028's solution](#)

306.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy

[guptautkarsh028's solution](#)

307.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · Java 8 (first AC) · Tags: bitmasks, greedy

[guptautkarsh028's solution](#)

308.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[guptautkarsh028's solution](#)

309.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2018-11-05 · Java 8 (first AC) · Tags: binary search, greedy

[guptautkarsh028's solution](#)

310.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2018-10-31 · Java 8 (first AC) · Tags: games, math

[guptautkarsh028's solution](#)

311.

120F

[Spiders](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

312.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2018-10-31 · Java 8 (first AC) · Tags: brute force

[guptautkarsh028's solution](#)

313.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2018-10-30 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[guptautkarsh028's solution](#)

314.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2018-10-29 · Java 8 (first AC) · Tags: greedy, sortings

[guptautkarsh028's solution](#)

315.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: games, math, number theory

[guptautkarsh028's solution](#)

316.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: brute force, games

[guptautkarsh028's solution](#)

317.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: implementation

[guptautkarsh028's solution](#)

318.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[guptautkarsh028's solution](#)

319.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[guptautkarsh028's solution](#)

320.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[guptautkarsh028's solution](#)

321.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · Java 8 (first AC) · Tags: implementation
[guptautkarsh028's solution](#)

322.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: constructive algorithms, implementation
[guptautkarsh028's solution](#)

323.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: brute force, greedy, math
[guptautkarsh028's solution](#)

324.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[guptautkarsh028's solution](#)

325.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2018-06-03 · Java 8 (first AC) · Tags: geometry, math
[guptautkarsh028's solution](#)

326.

987C

[Three displays](#) · [Tutorial](#)

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[guptautkarsh028's solution](#)

327.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: implementation, trees
[guptautkarsh028's solution](#)

328.

514B

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

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2018-05-08 · Java 8 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[guptautkarsh028's solution](#)

329.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2018-05-06 · Java 8 (first AC) · Tags: geometry, math

[guptautkarsh028's solution](#)

330.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

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331.

958A1

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332.

911C

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333.

844C

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334.

816B

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335.

799B

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336.

805D

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337.

762A

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338.

714C

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339.

703B

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340.

680C

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341.

711B

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342.

212E

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343.

1538F

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344.

1419C

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345.

1419D2

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346.

1352F

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Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-06-28 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, math

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347.

1352E

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Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-06-28 · Java 8 (first AC) · Tags: brute force, implementation, two pointers

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348.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-05-13 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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349.

1272D

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350.

1278B

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351.

1269B

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352.

1301B

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353.

1300C

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Rating: 1500 · first AC: 2020-02-23 · Java 8 (first AC) · Tags: greedy, math

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354.

1154D

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355.

1062B

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356.

293A

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357.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[guptautkarsh028's solution](#)

358.

276C

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Quality: 39,559 global accepts · Rating: 1500 · first AC: 2018-10-27 · Java 8 (first AC) · Tags: data structures, greedy, implementation, sortings

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359.

320B

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Quality: 7,783 global accepts · Rating: 1500 · first AC: 2018-10-02 · Java 8 (first AC) · Tags: dfs and similar, graphs

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360.

742B

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361.

630K

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362.

688C

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Rating: 1500 · first AC: 2018-09-28 · Java 8 (first AC) · Tags: dfs and similar, graphs

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363.

1051C

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364.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2018-09-12 · Java 8 (first AC) · Tags: geometry, implementation, math

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365.

998C

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366.

1000B

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367.

991D

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368.

991C

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369.

990C

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370.

958F1

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371.

960B

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372.

839C

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373.

931D

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908C

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375.

191A

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376.

891A

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377.

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378.

877B

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379.

876D

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381.

864C

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382.

855B

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383.

859C

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384.

817B

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385.

812C

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386.

341B

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387.

455A

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388.

761C

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760B

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390.

1151D

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391.

1352G

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392.

1358C

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393.

1353D

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395.

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1295C

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1294D

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1140C

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1095D

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1062C

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706C

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402.

604C

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[guptautkarsh028's solution](#)

403.

197A

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404.

346A

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405.

616D

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406.

733D

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407.

570C

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408.

1033C

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Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: brute force, dp, games

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409.

1059C

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[guptautkarsh028's solution](#)

410.

1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · Java 8 (first AC) · Tags: binary search, implementation, two pointers

[guptautkarsh028's solution](#)

411.

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-02 · Java 8 (first AC) · Tags: math

[guptautkarsh028's solution](#)

412.

742D

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[guptautkarsh028's solution](#)

413.

742C

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414.

630G

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415.

1046H

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416.

1041C

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pointers

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417.

659E

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418.

1036B

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419.

1036D

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420.

1028C

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421.

1027C

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[guptautkarsh028's solution](#)

422.

992C

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423.

992B

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[guptautkarsh028's solution](#)

424.

994C

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Rating: 1600 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: brute force

[guptautkarsh028's solution](#)

425.

618C

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[guptautkarsh028's solution](#)

426.

559A

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427.

980B

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428.

235A

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429.

958E1

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430.

956B

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Rating: 1600 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: binary search, greedy, two pointers

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431.

107B

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Quality: 4,274 global accepts · Rating: 1600 · first AC: 2018-03-20 · Java 8 (first AC) · Tags: combinatorics, dp, math, probabilities

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432.

453A

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[guptautkarsh028's solution](#)

433.

948C

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Rating: 1600 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: binary search, data structures

[guptautkarsh028's solution](#)

434.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: implementation, math, probabilities

[guptautkarsh028's solution](#)

435.

935C

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Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · Java 8 (first AC) · Tags: geometry

[guptautkarsh028's solution](#)

436.

939C

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[guptautkarsh028's solution](#)

437.

939D

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Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

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438.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · Java 8 (first AC) · Tags: brute force, constructive algorithms

[guptautkarsh028's solution](#)

439.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · Java 8 (first AC) · Tags: bitmasks, dp, greedy

[guptautkarsh028's solution](#)

440.

877C

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441.

849C

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442.

849B

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443.

835C

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444.

817C

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814C

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446.

812B

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447.

789C

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448.

782B

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449.

782C

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450.

768B

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451.

764C

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452.

1538D

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453.

1472E

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454.

1392D

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455.

1260C

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456.

1281C

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457.

1278C

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458.

1269C

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459.

1295B

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460.

1301C

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461.

118D

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462.

126B

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Quality: 24,773 global accepts · Rating: 1700 · first AC: 2019-03-23 · Java 8 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
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463.

1118E

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464.

1118D1

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Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-22 · Java 8 (first AC) · Tags: brute force, greedy
[guptautkarsh028's solution](#)

465.

1118D2

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Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-22 · Java 8 (first AC) · Tags: binary search, greedy
[guptautkarsh028's solution](#)

466.

1118C

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467.

1102E

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468.

339C

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469.

339D

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Quality: 32,559 global accepts · Rating: 1700 · first AC: 2019-01-02 · Java 8 (first AC) · Tags: data structures, trees
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470.

1061C

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471.

1043D

[Mysterious Crime](#) · Tutorial

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

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472.

493D

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Quality: 10,206 global accepts · Rating: 1700 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, games, math

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473.

276D

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Quality: 16,373 global accepts · Rating: 1700 · first AC: 2018-10-27 · Java 8 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

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474.

193A

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Quality: 4,682 global accepts · Rating: 1700 · first AC: 2018-10-04 · Java 8 (first AC) · Tags: constructive algorithms, graphs, trees

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475.

106C

[Buns](#) · Tutorial

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[guptautkarsh028's solution](#)

476.

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: geometry, math

[guptautkarsh028's solution](#)

477.

630I

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[guptautkarsh028's solution](#)

478.

1051D

[Bicolorings](#) · Tutorial

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · Java 8 (first AC) · Tags: bitmasks, dp

[guptautkarsh028's solution](#)

479.

1042C

[Array Product](#) · Tutorial

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[guptautkarsh028's solution](#)

480.

1041D

[Glider](#) · Tutorial

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · Java 8 (first AC) · Tags: binary search, data structures, two pointers

[guptautkarsh028's solution](#)

481.

1037D

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Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[guptautkarsh028's solution](#)

482.

474D

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Quality: 30,625 global accepts · Rating: 1700 · first AC: 2018-08-29 · Java 8 (first AC) · Tags: dp

[guptautkarsh028's solution](#)

483.

1027D

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484.

1023D

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485.

1000C

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Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · Java 8 (first AC) · Tags: data structures, implementation, sortings

[guptautkarsh028's solution](#)

486.

29C

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Quality: 6,480 global accepts · Rating: 1700 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, implementation

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487.

990D

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488.

498A

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489.

559B

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490.

983A

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Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · Java 8 (first AC) · Tags: implementation, math

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491.

980C

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492.

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy,

implementation

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493.

956C

[Riverside Curio](#) · [Tutorial](#)

Quality: 1700 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: data structures, dp, greedy, implementation

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494.

915C

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Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-03-23 · Java 8 (first AC) · Tags: dp, greedy

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495.

696B

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496.

621C

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497.

518D

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498.

948B

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499.

931C

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500.

937C

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501.

919D

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502.

918D

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503.

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504.

466C

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505.

831C

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506.

758C

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507.

816C

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508.

789B

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467C

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510.

761D

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511.

760C

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Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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512.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-03-05 · Java 8 (first AC) · Tags: greedy, sortings, two pointers

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513.

1295D

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514.

1300D

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Rating: 1800 · first AC: 2020-02-23 · Java 8 (first AC) · Tags: geometry

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515.

1154E

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516.

1118F1

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Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-22 · Java 8 (first AC) · Tags: dfs and similar, trees

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517.

1113D

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518.

1108E1

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519.

222C

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520.

1062D

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521.

706D

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Quality: 12,595 global accepts · Rating: 1800 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures, trees

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522.

1076D

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Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: graphs, greedy, shortest paths

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523.

604D

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524.

120H

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525.

120G

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[guptautkarsh028's solution](#)

526.

794C

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527.

3C

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Quality: 8,280 global accepts · Rating: 1800 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: brute force, games, implementation
[guptautkarsh028's solution](#)

528.

733C

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Quality: 3,544 global accepts · Rating: 1800 · first AC: 2018-10-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[guptautkarsh028's solution](#)

529.

300C

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Quality: 11,761 global accepts · Rating: 1800 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: brute force, combinatorics
[guptautkarsh028's solution](#)

530.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: geometry, math
[guptautkarsh028's solution](#)

531.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-28 · last AC: 2018-09-28 · Java 8 (first AC) · Tags: chinese remainder theorem, math, number theory
[guptautkarsh028's solution](#)

532.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2018-09-28 · Java 8 (first AC) · Tags: constructive algorithms, data structures
[guptautkarsh028's solution](#)

533.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2018-09-26 · Java 8 (first AC) · Tags: dp, greedy
[guptautkarsh028's solution](#)

534.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · Java 8 (first AC) · Tags: geometry
[guptautkarsh028's solution](#)

535.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · Java 8 (first AC) · Tags: number theory
[guptautkarsh028's solution](#)

536.

1042D

[Petya and Array](#) · Tutorial

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-17 · Java 8 (first AC) · Tags: data structures, divide and conquer, two pointers
[guptautkarsh028's solution](#)

537.

1038D

[Slime](#) · Tutorial

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · Java 8 (first AC) · Tags: dp, greedy, implementation
[guptautkarsh028's solution](#)

538.

991E

[Bus Number](#) · Tutorial

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · Java 8 (first AC) · Tags: brute force, combinatorics, math
[guptautkarsh028's solution](#)

539.

987E

[Petr and Permutations](#) · Tutorial

Rating: 1800 · first AC: 2018-05-29 · Java 8 (first AC) · Tags: math
[guptautkarsh028's solution](#)

540.

983B

[XOR-pyramid](#) · Tutorial

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · Java 8 (first AC) · Tags: dp
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541.

952D

[I'm Feeling Lucky!](#) · Tutorial

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-15 · Java 8 (first AC) · Tags: *special, probabilities
[guptautkarsh028's solution](#)

542.

958F2

[Lightsabers \(medium\)](#) · Tutorial

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · Java 8 (first AC) · Tags: binary search, two pointers
[guptautkarsh028's solution](#)

543.

77B

[Falling Anvils](#) · Tutorial

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2018-03-21 · Java 8 (first AC) · Tags: math, probabilities
[guptautkarsh028's solution](#)

544.

626D

[Jerry's Protest](#) · Tutorial

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2018-03-20 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[guptautkarsh028's solution](#)

545.

148D

[Bag of mice](#) · Tutorial

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2018-03-19 · Java 8 (first AC) · Tags: dp, games, math, probabilities
[guptautkarsh028's solution](#)

546.

442B

[Andrey and Problem](#) · Tutorial

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2018-03-19 · Java 8 (first AC) · Tags: greedy, math, probabilities
[guptautkarsh028's solution](#)

547.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: data structures, greedy, strings, trees

[guptautkarsh028's solution](#)

548.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · Java 8 (first AC) · Tags: dp

[guptautkarsh028's solution](#)

549.

939E

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655.

876F

[High Cry](#) · Tutorial

Rating: 2200 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: binary search, combinatorics, data structures

[guptautkarsh028's solution](#)

656.

805E

[Ice cream coloring](#) · Tutorial

Rating: 2200 · first AC: 2017-05-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[guptautkarsh028's solution](#)

657.

1062E

[Company](#) · Tutorial

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[guptautkarsh028's solution](#)

658.

1408E

[Avoid Rainbow Cycles](#) · Tutorial

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-15 · Java 8 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[guptautkarsh028's solution](#)

659.

1392F

[Omkar and Landslide](#) · Tutorial

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-18 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[guptautkarsh028's solution](#)

660.

786C

[Till I Collapse](#) · Tutorial

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2020-05-28 · last AC: 2020-05-28 · Java 8 (first AC) · Tags: data structures, divide and conquer

[guptautkarsh028's solution](#)

661.

733E

[Sleep in Class](#) · Tutorial

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2018-10-26 · Java 8 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[guptautkarsh028's solution](#)

662.

1004E

[Sonya and Ice Cream](#) · Tutorial

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-06 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[guptautkarsh028's solution](#)

663.

1000F

[One Occurrence](#) · Tutorial

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-07-01 · Java 8 (first AC) · Tags: data structures, divide and conquer

[guptautkarsh028's solution](#)

664.

932E

[Team Work](#) · Tutorial

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-15 · Java 8 (first AC) · Tags: combinatorics, dp, math

[guptautkarsh028's solution](#)

665.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2018-01-12 · last AC: 2018-01-12 · Java 8 (first AC) · Tags: data structures, divide and conquer, trees

[guptautkarsh028's solution](#)

666.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2400 · first AC: 2017-12-31 · last AC: 2017-12-31 · Java 8 (first AC) · Tags: graphs, greedy, implementation

[guptautkarsh028's solution](#)

667.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-05-17 · Java 8 (first AC) · Tags: divide and conquer, dp

[guptautkarsh028's solution](#)

668.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-11-15 · Java 8 (first AC) · Tags: binary search, graphs, matrices

[guptautkarsh028's solution](#)

669.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · Java 8 (first AC) · Tags: dp, greedy

[guptautkarsh028's solution](#)

670.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-29 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[guptautkarsh028's solution](#)

671.

948E

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: constructive algorithms, implementation, strings

[guptautkarsh028's solution](#)

672.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-31 · Java 8 (first AC) · Tags: constructive algorithms

[guptautkarsh028's solution](#)

673.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-05-03 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp

[guptautkarsh028's solution](#)

674.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-02 · Java 8 (first AC) · Tags: graphs

[guptautkarsh028's solution](#)

675.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2018-09-30 · Java 8 (first AC) · Tags: math

[guptautkarsh028's solution](#)

676.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

677.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

678.

106189E

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

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

679.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

680.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

681.

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

682.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

683.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

684.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

685.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

686.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

687.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

688.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

689.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

690.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

691.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

692.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · Java 21 (first AC) · Tags: —

[guptautkarsh028's solution](#)

693.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

694.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

695.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

696.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

697.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

698.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

699.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

700.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

701.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

702.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

703.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

704.

101669F

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

Rating: — · first AC: 2018-11-17 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

705.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

706.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

707.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

708.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

709.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

710.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

711.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

712.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

713.

101652X

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

714.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

715.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

716.

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

717.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

718.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

719.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

720.

101498J

[Spilt the String](#) · Tutorial

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

721.

101498F

[Cooking Time](#) · Tutorial

Rating: — · first AC: 2018-09-15 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

722.

101498H

[Palindrome Number](#) · Tutorial

Rating: — · first AC: 2018-09-15 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

723.

101498I

[Rock Piles](#) · Tutorial

Rating: — · first AC: 2018-09-15 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

724.

101498D

[Counting Paths](#) · Tutorial

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

725.

101498C

[Lunch Break](#) · Tutorial

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

726.

101498E

[Car Factory](#) · Tutorial

Rating: — · first AC: 2018-09-15 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

727.

101498A

[Watching TV](#) · Tutorial

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

728.

101498B

[Longest Prefix](#) · Tutorial

Rating: — · first AC: 2018-09-15 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

729.

101411B

["Bulls and Cows"](#) · Tutorial

Rating: — · first AC: 2018-06-03 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

730.

101503E

[XOR-omania](#) · Tutorial

Rating: — · first AC: 2018-05-26 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

731.

101503L

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

732.

101503K

[Extrasensory Perception](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

733.

101503H

[Billing](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[guptautkarsh028's solution](#)

734.

101503A

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

735.

101503B

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

736.

101503J

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[guptautkarsh028's solution](#)

737.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

738.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

739.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

740.

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

741.

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

742.

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

743.

101291H

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

744.

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

745.

101291M

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

746.

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

747.

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

748.

101291D

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

749.

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

750.

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

751.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[guptautkarsh028's solution](#)

752.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

753.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

754.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

755.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

756.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[guptautkarsh028's solution](#)

757.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

758.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

759.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

760.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

761.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

762.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

763.

101532D

[Counting Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

764.

101532J

[The Hell Boy](#) · Tutorial

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

765.

101532I

[The Crazy Jumper](#) · Tutorial

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

766.

101532A

[Subarrays Beauty](#) · Tutorial

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

767.

101532H

[Corrupted Images](#) · Tutorial

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

768.

101532G

[Magical Indices](#) · Tutorial

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

769.

101532B

[Array Reconstructing](#) · Tutorial

Rating: — · first AC: 2017-11-03 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

770.

101485A

[Assigning Workstations](#) · Tutorial

Rating: — · first AC: 2017-11-02 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

771.

101485J

[Jumbled Communication](#) · Tutorial

Rating: — · first AC: 2017-11-02 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

772.

101485I

[Identifying Map Tiles](#) · Tutorial

Rating: — · first AC: 2017-11-02 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

773.

100765D

[Triangle](#) · Tutorial

Rating: — · first AC: 2017-11-02 · Java 8 (first AC) · Tags: —
[guptautkarsh028's solution](#)

774.

100781E

[Entertainment Box](#) · Tutorial

Rating: — · first AC: 2017-10-31 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

775.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-31 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

776.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

777.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · Java 8 (first AC) · Tags: —

[guptautkarsh028's solution](#)

778.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · Java 8 (first AC) · Tags: —

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