

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

<https://cfelitetracker.vercel.app>

Unique solved — hellman

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

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

Filters: none

Count: 574

1.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

2.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2018-05-16 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

3.

266A

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

Quality: 244,525 global accepts · Rating: 800 · first AC: 2018-05-16 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

4.

977A

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

Quality: 217,458 global accepts · Rating: 800 · first AC: 2018-05-06 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

5.

791A

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

Quality: 257,189 global accepts · Rating: 800 · first AC: 2017-03-18 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

6.

785A

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

Quality: 110,940 global accepts · Rating: 800 · first AC: 2017-03-16 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

7.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2017-03-11 · PyPy 2 (first AC) · Tags: *special, implementation

[hellman_'s solution](#)

8.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-05 · PyPy 2 (first AC) · Tags: *special, implementation, sortings

[hellman_'s solution](#)

9.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · PyPy 2 (first AC) · Tags: binary search, brute force, implementation, math

[hellman_'s solution](#)

10.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,304 global accepts · Rating: 800 · first AC: 2016-12-30 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings, strings
[hellman_'s solution](#)

11.

231A

[Team](#) · [Tutorial](#)

Quality: 430,194 global accepts · Rating: 800 · first AC: 2016-11-27 · PyPy 2 (first AC) · Tags: brute force, greedy
[hellman_'s solution](#)

12.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,664 global accepts · Rating: 800 · first AC: 2016-11-27 · PyPy 2 (first AC) · Tags: greedy, math
[hellman_'s solution](#)

13.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2016-11-24 · PyPy 2 (first AC) · Tags: implementation
[hellman_'s solution](#)

14.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,217 global accepts · Rating: 800 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: implementation
[hellman_'s solution](#)

15.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,425 global accepts · Rating: 800 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: *special, implementation
[hellman_'s solution](#)

16.

71A

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

Quality: 503,178 global accepts · Rating: 800 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: strings
[hellman_'s solution](#)

17.

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: implementation, math
[hellman_'s solution](#)

18.

110A

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

Quality: 199,478 global accepts · Rating: 800 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: implementation
[hellman_'s solution](#)

19.

281A

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

Quality: 270,950 global accepts · Rating: 800 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: implementation, strings
[hellman_'s solution](#)

20.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 800 · first AC: 2016-11-15 · PyPy 2 (first AC) · Tags: brute force, greedy, implementation, math
[hellman_'s solution](#)

21.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,499 global accepts · Rating: 800 · first AC: 2016-11-15 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

22.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,828 global accepts · Rating: 800 · first AC: 2016-11-13 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[hellman_'s solution](#)

23.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,202 global accepts · Rating: 800 · first AC: 2016-10-24 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

24.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · last AC: 2016-09-30 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

25.

443A

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

Quality: 112,029 global accepts · Rating: 800 · first AC: 2016-09-30 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

26.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,510 global accepts · Rating: 800 · first AC: 2016-09-29 · Python 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

27.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,900 global accepts · Rating: 800 · first AC: 2016-09-29 · Python 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

28.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,716 global accepts · Rating: 800 · first AC: 2016-09-01 · PyPy 2 (first AC) · Tags: brute force, math

[hellman_'s solution](#)

29.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · last AC: 2016-08-29 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

30.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2016-06-30 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

31.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 800 · first AC: 2016-06-30 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

32.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

33.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2016-06-13 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

34.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2016-06-09 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

35.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

36.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-29 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

37.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2016-02-23 · PyPy 2 (first AC) · Tags: math

[hellman_'s solution](#)

38.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math

[hellman_'s solution](#)

39.

630A

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

Quality: 93,498 global accepts · Rating: 800 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: number theory

[hellman_'s solution](#)

40.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · PyPy 2 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[hellman_'s solution](#)

41.

618A

[Slime Combining](#) · [Tutorial](#)

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

[hellman_'s solution](#)

42.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

43.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Python 2 (first AC) · Tags: constructive algorithms, math

[hellman_'s solution](#)

44.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2015-01-31 · Python 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

45.

469A

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

Quality: 121,188 global accepts · Rating: 800 · first AC: 2015-01-29 · Python 2 (first AC) · Tags: greedy, implementation

[hellman_'s solution](#)

46.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2015-01-26 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[hellman_'s solution](#)

47.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2015-01-16 · Python 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

48.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,771 global accepts · Rating: 900 · first AC: 2018-05-06 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

49.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2016-12-30 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

50.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2016-11-27 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings

[hellman_'s solution](#)

51.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-21 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

52.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 900 · first AC: 2016-08-30 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

53.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-15 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

54.

205A

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

Quality: 25,224 global accepts · Rating: 900 · first AC: 2016-06-17 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

55.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hellman_'s solution](#)

56.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

57.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-14 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

58.

621A

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

Quality: 22,675 global accepts · Rating: 900 · first AC: 2016-01-31 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

59.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: math

[hellman_'s solution](#)

60.

554A

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

Quality: 14,489 global accepts · Rating: 900 · first AC: 2015-07-28 · PyPy 2 (first AC) · Tags: brute force, math, strings

[hellman_'s solution](#)

61.

556A

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

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-07-24 · PyPy 2 (first AC) · Tags: greedy

[hellman_'s solution](#)

62.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · Python 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

63.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · Python 2 (first AC) · Tags: brute force, implementation, math

[hellman_'s solution](#)

64.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-02 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, math

[hellman_'s solution](#)

65.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

66.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,978 global accepts · Rating: 1000 · first AC: 2016-12-06 · PyPy 2 (first AC) · Tags: implementation, math, number theory

[hellman_'s solution](#)

67.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2016-11-23 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

68.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-11-13 · PyPy 2 (first AC) · Tags: dp, greedy

[hellman_'s solution](#)

69.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[hellman_'s solution](#)

70.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2016-09-01 · PyPy 2 (first AC) · Tags: math

[hellman_'s solution](#)

71.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

72.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-30 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[hellman_'s solution](#)

73.

680B

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

Quality: 26,241 global accepts · Rating: 1000 · first AC: 2016-06-08 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

74.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[hellman_'s solution](#)

75.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[hellman_'s solution](#)

76.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2016-04-08 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

77.

100950A

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

Rating: 1000 · first AC: 2016-04-02 · PyPy 2 (first AC) · Tags: —

[hellman_'s solution](#)

78.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

79.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · PyPy 2 (first AC) · Tags: *special, constructive algorithms

[hellman_'s solution](#)

80.

637A

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

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

[hellman_'s solution](#)

81.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

82.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-14 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

83.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · last AC: 2016-02-14 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

84.

560A

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

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-22 · PyPy 2 (first AC) · Tags: implementation, sortings

[hellman_'s solution](#)

85.

476A

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

Quality: 51,607 global accepts · Rating: 1000 · first AC: 2015-04-28 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

86.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-14 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

87.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[hellman_'s solution](#)

88.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,828 global accepts · Rating: 1000 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

89.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: greedy, implementation

[hellman_'s solution](#)

90.

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2015-01-06 · Python 2 (first AC) · Tags: dfs and similar, graphs, implementation

[hellman_'s solution](#)

91.

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

92.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

93.

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2016-12-06 · PyPy 2 (first AC) · Tags: data structures, implementation, sortings

[hellman_'s solution](#)

94.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2016-11-27 · PyPy 2 (first AC) · Tags: *special, greedy, implementation

[hellman_'s solution](#)

95.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-24 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy

[hellman_'s solution](#)

96.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · PyPy 2 (first AC) · Tags: implementation, math, sortings, strings

[hellman_'s solution](#)

97.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,144 global accepts · Rating: 1100 · first AC: 2016-09-14 · last AC: 2016-09-14 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

98.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-30 · last AC: 2016-06-30 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, sortings

[hellman_'s solution](#)

99.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · PyPy 2 (first AC) · Tags: constructive algorithms, math, number theory

[hellman_'s solution](#)

100.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[hellman_'s solution](#)

101.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-06-13 · PyPy 2 (first AC) · Tags: geometry, math

[hellman_'s solution](#)

102.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-03-07 · PyPy 2 (first AC) · Tags: dp, greedy, implementation, math

[hellman_'s solution](#)

103.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

104.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · PyPy 2 (first AC) · Tags: brute force, math, number theory

[hellman_'s solution](#)

105.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: greedy, sortings

[hellman_'s solution](#)

106.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math, number theory

[hellman_'s solution](#)

107.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math

[hellman_'s solution](#)

108.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: combinatorics, math

[hellman_'s solution](#)

109.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · PyPy 2 (first AC) · Tags: brute force

[hellman_'s solution](#)

110.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[hellman_'s solution](#)

111.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · last AC: 2015-08-17 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

112.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-24 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

113.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-21 · PyPy 2 (first AC) · Tags: greedy, implementation, math

[hellman_'s solution](#)

114.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · PyPy 2 (first AC) · Tags: brute force, implementation, sortings

[hellman_'s solution](#)

115.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2015-04-14 · PyPy 2 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[hellman_'s solution](#)

116.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, math

[hellman_'s solution](#)

117.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2015-03-26 · PyPy 2 (first AC) · Tags: greedy, hashing, strings

[hellman_'s solution](#)

118.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-19 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

119.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[hellman_'s solution](#)

120.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-02-01 · Python 2 (first AC) · Tags: brute force

[hellman_'s solution](#)

121.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · Python 2 (first AC) · Tags: brute force

[hellman_'s solution](#)

122.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-20 · Python 2 (first AC) · Tags: brute force, implementation, strings

[hellman_'s solution](#)

123.

501B

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

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2015-01-12 · Python 2 (first AC) · Tags: data structures, dsu, strings

[hellman_'s solution](#)

124.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2014-12-20 · Python 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

125.

1002D1

[Oracle for \$f\(x\) = b * x \text{ mod } 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

126.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

127.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · last AC: 2018-05-16 · PyPy 2 (first AC) · Tags: sortings

[hellman_'s solution](#)

128.

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-05 · PyPy 2 (first AC) · Tags: *special, greedy, two pointers

[hellman_'s solution](#)

129.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2016-11-27 · last AC: 2016-11-27 · PyPy 2 (first AC) · Tags: brute force, dp, implementation

[hellman_'s solution](#)

130.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-21 · PyPy 2 (first AC) · Tags: brute force, dp, implementation

[hellman_'s solution](#)

131.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-11-13 · PyPy 2 (first AC) · Tags: binary search, constructive algorithms, greedy,

implementation, math

[hellman_'s solution](#)

132.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

133.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · last AC: 2016-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

134.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · PyPy 2 (first AC) · Tags: implementation, sortings

[hellman_'s solution](#)

135.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hellman_'s solution](#)

136.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · PyPy 2 (first AC) · Tags: sortings

[hellman_'s solution](#)

137.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2016-04-08 · PyPy 2 (first AC) · Tags: greedy, implementation, math, number theory

[hellman_'s solution](#)

138.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[hellman_'s solution](#)

139.

639A

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

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

[hellman_'s solution](#)

140.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,839 global accepts · Rating: 1200 · first AC: 2016-03-13 · PHP (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[hellman_'s solution](#)

141.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · PyPy 2 (first AC) · Tags: greedy, sortings

[hellman_'s solution](#)

142.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-03 · PyPy 2 (first AC) · Tags: —

[hellman_'s solution](#)

143.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, strings

[hellman_'s solution](#)

144.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: games, math

[hellman_'s solution](#)

145.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math

[hellman_'s solution](#)

146.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1200 · first AC: 2015-07-28 · PyPy 2 (first AC) · Tags: brute force, greedy, strings

[hellman_'s solution](#)

147.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-22 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

148.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · PyPy 2 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[hellman_'s solution](#)

149.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2015-02-14 · PyPy 2 (first AC) · Tags: greedy, implementation

[hellman_'s solution](#)

150.

492B

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

Quality: 90,180 global accepts · Rating: 1200 · first AC: 2015-01-16 · Python 2 (first AC) · Tags: binary search, implementation, math, sortings

[hellman_'s solution](#)

151.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

152.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

153.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

154.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

155.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · PyPy 2 (first AC) · Tags: *special, implementation, math
[hellman_'s solution](#)

156.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-03-02 · PyPy 2 (first AC) · Tags: data structures, dp, greedy, sortings
[hellman_'s solution](#)

157.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · PyPy 2 (first AC) · Tags: geometry, implementation
[hellman_'s solution](#)

158.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2016-12-06 · PyPy 2 (first AC) · Tags: brute force, dp
[hellman_'s solution](#)

159.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: graphs
[hellman_'s solution](#)

160.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2016-06-17 · PyPy 2 (first AC) · Tags: implementation, math
[hellman_'s solution](#)

161.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force
[hellman_'s solution](#)

162.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · last AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation, sortings
[hellman_'s solution](#)

163.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[hellman_'s solution](#)

164.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[hellman_'s solution](#)

165.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[hellman_'s solution](#)

166.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-02-23 · PyPy 2 (first AC) · Tags: combinatorics
[hellman_'s solution](#)

167.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation
[hellman_'s solution](#)

168.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math
[hellman_'s solution](#)

169.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: combinatorics, math
[hellman_'s solution](#)

170.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings
[hellman_'s solution](#)

171.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp
[hellman_'s solution](#)

172.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · last AC: 2016-02-14 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, math
[hellman_'s solution](#)

173.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation
[hellman_'s solution](#)

174.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

175.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[hellman_'s solution](#)

176.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-08-13 · last AC: 2015-08-17 · PyPy 2 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[hellman_'s solution](#)

177.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

178.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2015-04-28 · PyPy 2 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[hellman_'s solution](#)

179.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

180.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2015-01-29 · last AC: 2015-02-14 · Python 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

181.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[hellman_'s solution](#)

182.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · Python 2 (first AC) · Tags: greedy, math, strings

[hellman_'s solution](#)

183.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-22 · Python 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

184.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

185.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

186.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

187.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

188.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · PyPy 2 (first AC) · Tags: dfs and similar, math, sortings
[hellman_'s solution](#)

189.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · PyPy 2 (first AC) · Tags: *special, implementation
[hellman_'s solution](#)

190.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[hellman_'s solution](#)

191.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2016-10-05 · Python 2 (first AC) · Tags: implementation, math, matrices
[hellman_'s solution](#)

192.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,168 global accepts · Rating: 1400 · first AC: 2016-09-29 · Python 2 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[hellman_'s solution](#)

193.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · PyPy 2 (first AC) · Tags: data structures, implementation
[hellman_'s solution](#)

194.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · last AC: 2016-08-29 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation
[hellman_'s solution](#)

195.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · PyPy 2 (first AC) · Tags: brute force, implementation, math, strings
[hellman_'s solution](#)

196.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-09 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

197.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · Python 2 (first AC) · Tags: constructive algorithms, interactive, math

[hellman_'s solution](#)

198.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[hellman_'s solution](#)

199.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[hellman_'s solution](#)

200.

100950B

[BOBCat](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-02 · PyPy 2 (first AC) · Tags: —

[hellman_'s solution](#)

201.

637C

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

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

[hellman_'s solution](#)

202.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[hellman_'s solution](#)

203.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[hellman_'s solution](#)

204.

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

205.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: combinatorics, math

[hellman_'s solution](#)

206.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[hellman_'s solution](#)

207.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · PyPy 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

208.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2015-04-12 · PyPy 2 (first AC) · Tags: dp, greedy, math

[hellman_'s solution](#)

209.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · PyPy 2 (first AC) · Tags: dfs and similar, greedy, implementation

[hellman_'s solution](#)

210.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[hellman_'s solution](#)

211.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · last AC: 2015-02-26 · PyPy 2 (first AC) · Tags: greedy, implementation, strings

[hellman_'s solution](#)

212.

516A

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

Rating: 1400 · first AC: 2015-02-17 · PyPy 2 (first AC) · Tags: dp, greedy, implementation, math

[hellman_'s solution](#)

213.

514B

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

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-14 · PyPy 2 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[hellman_'s solution](#)

214.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Python 2 (first AC) · Tags: brute force

[hellman_'s solution](#)

215.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2015-01-23 · Python 2 (first AC) · Tags: geometry, math

[hellman_'s solution](#)

216.

505B

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

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2015-01-20 · Python 2 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[hellman_'s solution](#)

217.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2015-01-16 · GNU C++0x (first AC) · Tags: greedy, sortings
[hellman_'s solution](#)

218.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-22 · Python 2 (first AC) · Tags: implementation
[hellman_'s solution](#)

219.

1115U1

[Anti-diagonal unitary](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 1500 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

220.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

221.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

222.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[hellman_'s solution](#)

223.

977E

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

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[hellman_'s solution](#)

224.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy
[hellman_'s solution](#)

225.

771A

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

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

226.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, implementation
[hellman_'s solution](#)

227.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[hellman_'s solution](#)

228.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: math, number theory
[hellman_'s solution](#)

229.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: dp
[hellman_'s solution](#)

230.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: dp, number theory
[hellman_'s solution](#)

231.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-30 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings
[hellman_'s solution](#)

232.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[hellman_'s solution](#)

233.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[hellman_'s solution](#)

234.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[hellman_'s solution](#)

235.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation
[hellman_'s solution](#)

236.

100950C

[A\\$5D10D\\$ L D4AC ^>C\\$8C•](#)

Rating: 1500 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

237.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · PyPy 2 (first AC) · Tags: geometry, implementation, math
[hellman_'s solution](#)

238.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math, number theory

[hellman_'s solution](#)

239.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: greedy

[hellman_'s solution](#)

240.

554C

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

Rating: 1500 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hellman_'s solution](#)

241.

556C

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

Rating: 1500 · first AC: 2015-07-24 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

242.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-21 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[hellman_'s solution](#)

243.

531A

[Quadratic equation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[hellman_'s solution](#)

244.

531C

[Diophantine equation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[hellman_'s solution](#)

245.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-19 · PyPy 2 (first AC) · Tags: greedy

[hellman_'s solution](#)

246.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[hellman_'s solution](#)

247.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[hellman_'s solution](#)

248.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-29 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

249.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2015-01-26 · Python 2 (first AC) · Tags: dsu, implementation

[hellman_'s solution](#)

250.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2015-01-12 · Python 2 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[hellman_'s solution](#)

251.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-21 · Python 2 (first AC) · Tags: greedy, implementation

[hellman_'s solution](#)

252.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2014-12-17 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation

[hellman_'s solution](#)

253.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation

[hellman_'s solution](#)

254.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-17 · Python 2 (first AC) · Tags: greedy

[hellman_'s solution](#)

255.

1115U2

[Chessboard unitary](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 1600 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

256.

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

257.

1115G2

[QR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

258.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

259.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

260.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

261.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

262.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-16 · last AC: 2017-03-16 · GNU C++11 (first AC) · Tags: binary search, math
[hellman_'s solution](#)

263.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[hellman_'s solution](#)

264.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[hellman_'s solution](#)

265.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu
[hellman_'s solution](#)

266.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · PyPy 2 (first AC) · Tags: dfs and similar, math
[hellman_'s solution](#)

267.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · PyPy 2 (first AC) · Tags: math, number theory
[hellman_'s solution](#)

268.

736A

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

Rating: 1600 · first AC: 2016-11-27 · PyPy 2 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
[hellman_'s solution](#)

269.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers
[hellman_'s solution](#)

270.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[hellman_'s solution](#)

271.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · last AC: 2016-10-22 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[hellman_'s solution](#)

272.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[hellman_'s solution](#)

273.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[hellman_'s solution](#)

274.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[hellman_'s solution](#)

275.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2016-10-05 · last AC: 2016-10-05 · GNU C++11 (first AC) · Tags: dp, implementation

[hellman_'s solution](#)

276.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-23 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[hellman_'s solution](#)

277.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-13 · PyPy 2 (first AC) · Tags: implementation, strings

[hellman_'s solution](#)

278.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[hellman_'s solution](#)

279.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,820 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[hellman_'s solution](#)

280.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

281.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-13 · PyPy 2 (first AC) · Tags: implementation, math, number theory

[hellman_'s solution](#)

282.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[hellman_'s solution](#)

283.

639B

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

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

[hellman_'s solution](#)

284.

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[hellman_'s solution](#)

285.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: implementation

[hellman_'s solution](#)

286.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: combinatorics, math

[hellman_'s solution](#)

287.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[hellman_'s solution](#)

288.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[hellman_'s solution](#)

289.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[hellman_'s solution](#)

290.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[hellman_'s solution](#)

291.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · PyPy 2 (first AC) · Tags: brute force, geometry, math

[hellman_'s solution](#)

292.

477A

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

Rating: 1600 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: math

[hellman_'s solution](#)

293.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · PyPy 2 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[hellman_'s solution](#)

294.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[hellman_'s solution](#)

295.

531B

[String inside out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[hellman_'s solution](#)

296.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[hellman_'s solution](#)

297.

524A

[A\\$>Ct=CäCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-22 · PyPy 2 (first AC) · Tags: implementation

[hellman_'s solution](#)

298.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · last AC: 2015-02-26 · Python 2 (first AC) · Tags: constructive algorithms, strings

[hellman_'s solution](#)

299.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · last AC: 2015-02-26 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, implementation

[hellman_'s solution](#)

300.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · last AC: 2015-02-02 · Python 2 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[hellman_'s solution](#)

301.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2015-02-02 · last AC: 2015-02-02 · Python 2 (first AC) · Tags: dfs and similar, graphs, sortings

[hellman_'s solution](#)

302.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · Python 2 (first AC) · Tags: constructive algorithms, greedy
[hellman_'s solution](#)

303.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2015-01-06 · last AC: 2015-01-06 · Python 2 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[hellman_'s solution](#)

304.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-06 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hellman_'s solution](#)

305.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-22 · Python 2 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[hellman_'s solution](#)

306.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-21 · Python 2 (first AC) · Tags: math, number theory
[hellman_'s solution](#)

307.

1115U3

[Block unitary](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 1700 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

308.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

309.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

310.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-06-29 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

311.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[hellman_'s solution](#)

312.

977F

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

Quality: 25,127 global accepts · Rating: 1700 · first AC: 2018-05-06 · PyPy 2 (first AC) · Tags: dp

[hellman_'s solution](#)

313.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[hellman_'s solution](#)

314.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[hellman_'s solution](#)

315.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[hellman_'s solution](#)

316.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hellman_'s solution](#)

317.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: binary search

[hellman_'s solution](#)

318.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · last AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation

[hellman_'s solution](#)

319.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[hellman_'s solution](#)

320.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[hellman_'s solution](#)

321.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[hellman_'s solution](#)

322.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[hellman_'s solution](#)

323.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[hellman_'s solution](#)

324.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · last AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[hellman_'s solution](#)

325.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · PyPy 2 (first AC) · Tags: brute force, combinatorics, dp, math
[hellman_'s solution](#)

326.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-13 · last AC: 2016-06-13 · PyPy 2 (first AC) · Tags: math, number theory
[hellman_'s solution](#)

327.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[hellman_'s solution](#)

328.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · PyPy 2 (first AC) · Tags: *special, implementation
[hellman_'s solution](#)

329.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[hellman_'s solution](#)

330.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings
[hellman_'s solution](#)

331.

632C

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

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: sortings, strings
[hellman_'s solution](#)

332.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[hellman_'s solution](#)

333.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[hellman_'s solution](#)

334.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hellman_'s solution](#)

335.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: implementation, math

[hellman_'s solution](#)

336.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: geometry, math

[hellman_'s solution](#)

337.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: combinatorics, math

[hellman_'s solution](#)

338.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[hellman_'s solution](#)

339.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[hellman_'s solution](#)

340.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[hellman_'s solution](#)

341.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[hellman_'s solution](#)

342.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[hellman_'s solution](#)

343.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[hellman_'s solution](#)

344.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[hellman_'s solution](#)

345.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-23 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings
[hellman_'s solution](#)

346.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · PyPy 2 (first AC) · Tags: greedy, implementation
[hellman_'s solution](#)

347.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · PyPy 2 (first AC) · Tags: —
[hellman_'s solution](#)

348.

531E

[Sum and product](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special
[hellman_'s solution](#)

349.

524B

[BD>D\\$> CÔU CÔUÄOD\\$! 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: dp, greedy
[hellman_'s solution](#)

350.

518D

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

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-02-24 · last AC: 2015-02-26 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities
[hellman_'s solution](#)

351.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings
[hellman_'s solution](#)

352.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · Python 2 (first AC) · Tags: implementation, math, trees
[hellman_'s solution](#)

353.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · Python 2 (first AC) · Tags: geometry
[hellman_'s solution](#)

354.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-22 · Python 2 (first AC) · Tags: constructive algorithms, games, math
[hellman_'s solution](#)

355.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

356.

459D

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

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[hellman_'s solution](#)

357.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings
[hellman_'s solution](#)

358.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · last AC: 2016-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy
[hellman_'s solution](#)

359.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · last AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, graphs
[hellman_'s solution](#)

360.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · PyPy 2 (first AC) · Tags: implementation, strings
[hellman_'s solution](#)

361.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[hellman_'s solution](#)

362.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[hellman_'s solution](#)

363.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[hellman_'s solution](#)

364.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: geometry, math
[hellman_'s solution](#)

365.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[hellman_'s solution](#)

366.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[hellman_'s solution](#)

367.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[hellman_'s solution](#)

368.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[hellman_'s solution](#)

369.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[hellman_'s solution](#)

370.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[hellman_'s solution](#)

371.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[hellman_'s solution](#)

372.

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-02-01 · last AC: 2015-02-14 · Python 2 (first AC) · Tags: brute force, implementation

[hellman_'s solution](#)

373.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Python 2 (first AC) · Tags: bitmasks, divide and conquer, math

[hellman_'s solution](#)

374.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2015-01-16 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[hellman_'s solution](#)

375.

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special

[hellman_'s solution](#)

376.

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2018-07-06 · last AC: 2020-06-18 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

377.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[hellman_'s solution](#)

378.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings
[hellman_'s solution](#)

379.

750D

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

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

380.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · last AC: 2016-11-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[hellman_'s solution](#)

381.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: graphs, greedy
[hellman_'s solution](#)

382.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory
[hellman_'s solution](#)

383.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[hellman_'s solution](#)

384.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[hellman_'s solution](#)

385.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hellman_'s solution](#)

386.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-13 · last AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices
[hellman_'s solution](#)

387.

687C

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

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-30 · last AC: 2016-07-01 · GNU C++11 (first AC) · Tags: dp
[hellman_'s solution](#)

388.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[hellman_'s solution](#)

389.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings
[hellman_'s solution](#)

390.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: geometry
[hellman_'s solution](#)

391.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-02 · PyPy 2 (first AC) · Tags: *special
[hellman_'s solution](#)

392.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-02 · PyPy 2 (first AC) · Tags: *special
[hellman_'s solution](#)

393.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-02 · PyPy 2 (first AC) · Tags: *special
[hellman_'s solution](#)

394.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[hellman_'s solution](#)

395.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: math
[hellman_'s solution](#)

396.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms
[hellman_'s solution](#)

397.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices
[hellman_'s solution](#)

398.

554D

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

Rating: 1900 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: greedy, math
[hellman_'s solution](#)

399.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[hellman_'s solution](#)

400.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[hellman_'s solution](#)

401.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities
[hellman_'s solution](#)

402.

477B

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

Rating: 1900 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: math
[hellman_'s solution](#)

403.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · last AC: 2015-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[hellman_'s solution](#)

404.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[hellman_'s solution](#)

405.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · last AC: 2015-04-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[hellman_'s solution](#)

406.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings
[hellman_'s solution](#)

407.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · last AC: 2015-02-02 · Python 2 (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[hellman_'s solution](#)

408.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2015-02-01 · Python 2 (first AC) · Tags: brute force, constructive algorithms, math
[hellman_'s solution](#)

409.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2015-01-26 · Python 2 (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory
[hellman_'s solution](#)

410.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2015-01-20 · last AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, two pointers
[hellman_'s solution](#)

411.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-01-06 · GNU C++ (first AC) · Tags: binary search
[hellman_'s solution](#)

412.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-01-06 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[hellman_'s solution](#)

413.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[hellman_'s solution](#)

414.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hellman_'s solution](#)

415.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2016-10-06 · Python 2 (first AC) · Tags: games, greedy, sortings
[hellman_'s solution](#)

416.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math
[hellman_'s solution](#)

417.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[hellman_'s solution](#)

418.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · last AC: 2016-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hellman_'s solution](#)

419.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[hellman_'s solution](#)

420.

641E

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

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[hellman_'s solution](#)

421.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[hellman_'s solution](#)

422.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · PyPy 2 (first AC) · Tags: *special

[hellman_'s solution](#)

423.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · PyPy 2 (first AC) · Tags: *special

[hellman_'s solution](#)

424.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[hellman_'s solution](#)

425.

630O

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: geometry

[hellman_'s solution](#)

426.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, strings

[hellman_'s solution](#)

427.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp

[hellman_'s solution](#)

428.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[hellman_'s solution](#)

429.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-07-27 · last AC: 2015-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[hellman_'s solution](#)

430.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[hellman_'s solution](#)

431.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · last AC: 2015-04-30 · PyPy 2 (first AC) · Tags: dfs and similar

[hellman_'s solution](#)

432.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[hellman_'s solution](#)

433.

526C

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

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

[hellman_'s solution](#)

434.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[hellman_'s solution](#)

435.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-26 · last AC: 2015-02-26 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[hellman_'s solution](#)

436.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · last AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[hellman_'s solution](#)

437.

514C

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

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2015-02-14 · last AC: 2015-02-14 · Python 2 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[hellman_'s solution](#)

438.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-08 · last AC: 2015-02-14 · Python 2 (first AC) · Tags: bitmasks, probabilities

[hellman_'s solution](#)

439.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: math, strings

[hellman_'s solution](#)

440.

509C

[Sums of Digits](#) · [Tutorial](#)

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

[hellman_'s solution](#)

441.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[hellman_'s solution](#)

442.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, implementation

[hellman_'s solution](#)

443.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-01-16 · GNU C++0x (first AC) · Tags: math

[hellman_'s solution](#)

444.

501D

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

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: data structures

[hellman_'s solution](#)

445.

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-12-21 · Python 2 (first AC) · Tags: binary search, dp, strings

[hellman_'s solution](#)

446.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-17 · Python 2 (first AC) · Tags: dp, strings

[hellman_'s solution](#)

447.

771C

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

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

[hellman_'s solution](#)

448.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[hellman_'s solution](#)

449.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[hellman_'s solution](#)

450.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-02 · PyPy 2 (first AC) · Tags: *special

[hellman_'s solution](#)

451.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[hellman_'s solution](#)

452.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[hellman_'s solution](#)

453.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-21 · PyPy 2 (first AC) · Tags: geometry, math

[hellman_'s solution](#)

454.

571A

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

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[hellman_'s solution](#)

455.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[hellman_'s solution](#)

456.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[hellman_'s solution](#)

457.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[hellman_'s solution](#)

458.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[hellman_'s solution](#)

459.

496E

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

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: greedy, sortings

[hellman_'s solution](#)

460.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · PyPy 2 (first AC) · Tags: bitmasks, dp
[hellman_'s solution](#)

461.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-11-24 · last AC: 2016-11-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[hellman_'s solution](#)

462.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: dp, games
[hellman_'s solution](#)

463.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2200 · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings
[hellman_'s solution](#)

464.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, sortings
[hellman_'s solution](#)

465.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[hellman_'s solution](#)

466.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory
[hellman_'s solution](#)

467.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · last AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[hellman_'s solution](#)

468.

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · PyPy 2 (first AC) · Tags: binary search, dp, greedy
[hellman_'s solution](#)

469.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[hellman_'s solution](#)

470.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[hellman_'s solution](#)

471.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures

[hellman_'s solution](#)

472.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[hellman_'s solution](#)

473.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[hellman_'s solution](#)

474.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2015-08-17 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[hellman_'s solution](#)

475.

554E

[Love Triangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[hellman_'s solution](#)

476.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[hellman_'s solution](#)

477.

556E

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

Rating: 2200 · first AC: 2015-07-24 · last AC: 2015-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures

[hellman_'s solution](#)

478.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · last AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[hellman_'s solution](#)

479.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · last AC: 2015-04-05 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[hellman_'s solution](#)

480.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2015-04-01 · last AC: 2015-04-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[hellman_'s solution](#)

481.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · last AC: 2015-02-25 · PyPy 2 (first AC) · Tags: greedy, implementation, math, ternary search

[hellman_'s solution](#)

482.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · Python 2 (first AC) · Tags: constructive algorithms, math

[hellman_'s solution](#)

483.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · Python 2 (first AC) · Tags: dp, greedy

[hellman_'s solution](#)

484.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-26 · last AC: 2015-01-26 · Python 2 (first AC) · Tags: dp, implementation

[hellman_'s solution](#)

485.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[hellman_'s solution](#)

486.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[hellman_'s solution](#)

487.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · last AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[hellman_'s solution](#)

488.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · last AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, sortings

[hellman_'s solution](#)

489.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[hellman_'s solution](#)

490.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[hellman_'s solution](#)

491.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-12 · last AC: 2016-06-12 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[hellman_'s solution](#)

492.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-10 · last AC: 2016-06-10 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[hellman_'s solution](#)

493.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[hellman_'s solution](#)

494.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[hellman_'s solution](#)

495.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[hellman_'s solution](#)

496.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[hellman_'s solution](#)

497.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hellman_'s solution](#)

498.

570E

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

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[hellman_'s solution](#)

499.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[hellman_'s solution](#)

500.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · last AC: 2015-02-26 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[hellman_'s solution](#)

501.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[hellman_'s solution](#)

502.

488E

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

Rating: 2300 · first AC: 2015-02-01 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[hellman_'s solution](#)

503.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2016-11-07 · last AC: 2016-11-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[hellman_'s solution](#)

504.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[hellman_'s solution](#)

505.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[hellman_'s solution](#)

506.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[hellman_'s solution](#)

507.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[hellman_'s solution](#)

508.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[hellman_'s solution](#)

509.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[hellman_'s solution](#)

510.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[hellman_'s solution](#)

511.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-01-31 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, math
[hellman_'s solution](#)

512.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[hellman_'s solution](#)

513.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-13 · last AC: 2015-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation
[hellman_'s solution](#)

514.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · last AC: 2015-04-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[hellman_'s solution](#)

515.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[hellman_'s solution](#)

516.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-08 · Python 2 (first AC) · Tags: dfs and similar
[hellman_'s solution](#)

517.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers
[hellman_'s solution](#)

518.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · last AC: 2017-01-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory
[hellman_'s solution](#)

519.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-21 · last AC: 2016-11-21 · GNU C++11 (first AC) · Tags: dp, games
[hellman_'s solution](#)

520.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[hellman_'s solution](#)

521.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2016-06-19 · last AC: 2016-06-19 · GNU C++11 (first AC) · Tags: geometry, sortings

[hellman_'s solution](#)

522.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · last AC: 2015-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hellman_'s solution](#)

523.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[hellman_'s solution](#)

524.

469E

[Hack it!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-29 · Python 2 (first AC) · Tags: constructive algorithms

[hellman_'s solution](#)

525.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[hellman_'s solution](#)

526.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · last AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hellman_'s solution](#)

527.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · last AC: 2016-06-18 · GNU C++11 (first AC) · Tags: geometry, two pointers

[hellman_'s solution](#)

528.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-08 · last AC: 2015-02-08 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[hellman_'s solution](#)

529.

495E

[Helping People](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-01-05 · last AC: 2015-01-06 · GNU C++ (first AC) · Tags: —

[hellman_'s solution](#)

530.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: dp, greedy

[hellman_'s solution](#)

531.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[hellman_'s solution](#)

532.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2014-12-22 · Python 2 (first AC) · Tags: math
[hellman_'s solution](#)

533.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: math
[hellman_'s solution](#)

534.

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

535.

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

536.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

537.

1357A5

[Distinguish Rz\(·\) · g om Ry\(·\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

538.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

539.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

540.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

541.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

542.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

543.

1357C1

[Prepare superposition of basis states with 0s](#) · Tutorial

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

544.

1357A1

[Figure out direction of CNOT](#) · Tutorial

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

545.

1356A1

[Distinguish I from X](#) · Tutorial

Quality: 606 global accepts · Rating: — · first AC: 2020-06-13 · last AC: 2020-06-19 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

546.

1356D2

[Quantum Classification - 2](#) · Tutorial

Quality: 129 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

547.

1356D1

[Quantum Classification - 1](#) · Tutorial

Quality: 138 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

548.

1356C

[Prepare state \$|01\rangle + |10\rangle + |11\rangle\$](#) · Tutorial

Quality: 305 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

549.

1356B2

[Decrement](#) · Tutorial

Quality: 287 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

550.

1356B1

[Increment](#) · Tutorial

Quality: 286 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

551.

1356A5

[Distinguish Z from -Z](#) · Tutorial

Quality: 334 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

552.

1356A4

[Distinguish I "— X from CNOT](#) · Tutorial

Quality: 461 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

553.

1356A3

[Distinguish Z from S](#) · Tutorial

Quality: 463 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

554.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[hellman_'s solution](#)

555.

101016D

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

556.

101010D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · Python 3 (first AC) · Tags: —
[hellman_'s solution](#)

557.

101010C

[Name Generator](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · Python 3 (first AC) · Tags: —
[hellman_'s solution](#)

558.

101010B

[Gregory and Bank](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

559.

101010A

[Peter and Textbook](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

560.

101016B

[Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

561.

101016A

[Rectangle and Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · Python 3 (first AC) · Tags: —
[hellman_'s solution](#)

562.

100681B

[Noisy Neighbors](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · PyPy 2 (first AC) · Tags: —
[hellman_'s solution](#)

563.

100681A

[Counter Culture](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · PyPy 2 (first AC) · Tags: —
[hellman_'s solution](#)

564.

100673C

[A00C0sD:C, 8 B,,0D =C,,@D°](#)

Rating: — · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

565.

100673D

[Bt8D,C! \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

566.

100673B

[A,t3D0!](#)

Rating: — · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

567.

100673A

[B\\$0D=0,,:CTBD² 2 CÄ5D\\$@Cà](#)

Rating: — · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

568.

100662D

[Ominous Omino](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · Python 2 (first AC) · Tags: —
[hellman_'s solution](#)

569.

100662C

[Dijkstra](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · Python 2 (first AC) · Tags: —
[hellman_'s solution](#)

570.

100662B

[Infinite House of Pancakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · Python 2 (first AC) · Tags: —
[hellman_'s solution](#)

571.

100662A

[Standing Ovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · Python 2 (first AC) · Tags: —
[hellman_'s solution](#)

572.

100653B

[AD>CÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

573.

100653E

[At0C08CÄ0D\\$5C`LCÔ0Dò :D 8CòBCä3D 0DD8Dò](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)

574.

100653A

[AÄ0048Dt5D :C,,5 Cæ0D BCäGCæ8](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —
[hellman_'s solution](#)