

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

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### Unique solved — ifsmirnov

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

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

Filters: none

Count: 619

1.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[ifsmirnov's solution](#)

2.

859A

[Declined Finalists](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

3.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[ifsmirnov's solution](#)

4.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[ifsmirnov's solution](#)

5.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[ifsmirnov's solution](#)

6.

618A

[Slime Combining](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

7.

581A

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

Quality: 84,955 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

8.

513A

[Game](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

9.

486A

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

Quality: 154,139 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**10.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: \*special, implementation, sortings  
[ifsmirnov's solution](#)

**11.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,247 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy  
[ifsmirnov's solution](#)

**12.**

228A

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

Quality: 139,808 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**13.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,461 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++0x (first AC) · Tags: \*special, implementation  
[ifsmirnov's solution](#)

**14.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**15.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: implementation, strings  
[ifsmirnov's solution](#)

**16.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2010-12-17 · Python 2 (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**17.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: brute force, math  
[ifsmirnov's solution](#)

**18.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: brute force, implementation  
[ifsmirnov's solution](#)

**19.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2010-10-13 · Python 2 (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**20.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ifsmirnov's solution](#)

**21.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**22.**

913A

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

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

[ifsmirnov's solution](#)

**23.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**24.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,216 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[ifsmirnov's solution](#)

**25.**

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[ifsmirnov's solution](#)

**26.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[ifsmirnov's solution](#)

**27.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**28.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,683 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**29.**

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2013-06-27 · Perl (first AC) · Tags: implementation, number theory

[ifsmirnov's solution](#)

**30.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2013-02-22 · Perl (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**31.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[ifsmirnov's solution](#)

**32.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**33.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,755 global accepts · Rating: 900 · first AC: 2010-09-06 · GNU C++ (first AC) · Tags: number theory  
[ifsmirnov's solution](#)

**34.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[ifsmirnov's solution](#)

**35.**

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**36.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**37.**

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  
[ifsmirnov's solution](#)

**38.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms  
[ifsmirnov's solution](#)

**39.**

626A

[Robot Sequence](#) · [Tutorial](#)

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

**40.**

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · Python 2 (first AC) · Tags: math  
[ifsmirnov's solution](#)

**41.**

500A

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

Quality: 62,689 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation  
[ifsmirnov's solution](#)

**42.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-03 · Ruby (first AC) · Tags: constructive algorithms, greedy, implementation  
[ifsmirnov's solution](#)

**43.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,688 global accepts · Rating: 1000 · first AC: 2010-10-25 · Python 2 (first AC) · Tags: sortings

[ifsmirnov's solution](#)

**44.**

834B

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

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ifsmirnov's solution](#)

**45.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[ifsmirnov's solution](#)

**46.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[ifsmirnov's solution](#)

**47.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math

[ifsmirnov's solution](#)

**48.**

618B

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

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

[ifsmirnov's solution](#)

**49.**

596B

[Wilbur and Array](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**50.**

596A

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

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

[ifsmirnov's solution](#)

**51.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**52.**

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation

[ifsmirnov's solution](#)

**53.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · Python 2 (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**54.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**55.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2013-06-27 · Perl (first AC) · Tags: dp, implementation  
[ifsmirnov's solution](#)

**56.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy  
[ifsmirnov's solution](#)

**57.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**58.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math  
[ifsmirnov's solution](#)

**59.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,003 global accepts · Rating: 1100 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: binary search, implementation, sortings  
[ifsmirnov's solution](#)

**60.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, greedy, implementation  
[ifsmirnov's solution](#)

**61.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: implementation, math  
[ifsmirnov's solution](#)

**62.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**63.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[ifsmirnov's solution](#)

**64.**

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms  
[ifsmirnov's solution](#)

**65.**

725B

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

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

[ifsmirnov's solution](#)

**66.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[ifsmirnov's solution](#)

**67.**

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[ifsmirnov's solution](#)

**68.**

708A

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

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

[ifsmirnov's solution](#)

**69.**

639A

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

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

[ifsmirnov's solution](#)

**70.**

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[ifsmirnov's solution](#)

**71.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ifsmirnov's solution](#)

**72.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[ifsmirnov's solution](#)

**73.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[ifsmirnov's solution](#)

**74.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[ifsmirnov's solution](#)

**75.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy  
[ifsmirnov's solution](#)

**76.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,540 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, implementation  
[ifsmirnov's solution](#)

**77.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings  
[ifsmirnov's solution](#)

**78.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-04 · Perl (first AC) · Tags: math  
[ifsmirnov's solution](#)

**79.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,904 global accepts · Rating: 1200 · first AC: 2013-07-04 · Perl (first AC) · Tags: brute force, dp, implementation  
[ifsmirnov's solution](#)

**80.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation  
[ifsmirnov's solution](#)

**81.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers  
[ifsmirnov's solution](#)

**82.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**83.**

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, constructive algorithms  
[ifsmirnov's solution](#)

**84.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, implementation  
[ifsmirnov's solution](#)

**85.**

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · Python 2 (first AC) · Tags: greedy  
[ifsmirnov's solution](#)

**86.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[ifsmirnov's solution](#)

**87.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: implementation  
[ifsmirnov's solution](#)

**88.**

1819A

[Constructive Problem](#) · [Tutorial](#)

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[ifsmirnov's solution](#)

**89.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[ifsmirnov's solution](#)

**90.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: geometry, implementation  
[ifsmirnov's solution](#)

**91.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation  
[ifsmirnov's solution](#)

**92.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math  
[ifsmirnov's solution](#)

**93.**

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings  
[ifsmirnov's solution](#)

**94.**

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  
[ifsmirnov's solution](#)

**95.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[ifsmirnov's solution](#)

**96.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation  
[ifsmirnov's solution](#)

**97.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2014-10-16 · Python 2 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ifsmirnov's solution](#)

**98.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ifsmirnov's solution](#)

**99.**

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[ifsmirnov's solution](#)

**100.**

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: \*special, implementation, strings

[ifsmirnov's solution](#)

**101.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, brute force

[ifsmirnov's solution](#)

**102.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, combinatorics

[ifsmirnov's solution](#)

**103.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[ifsmirnov's solution](#)

**104.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, brute force, number theory

[ifsmirnov's solution](#)

**105.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ifsmirnov's solution](#)

**106.**

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**107.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[ifsmirnov's solution](#)

**108.**

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**109.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ifsmirnov's solution](#)

**110.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math

[ifsmirnov's solution](#)

**111.**

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math

[ifsmirnov's solution](#)

**112.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2010-10-13 · Python 2 (first AC) · Tags: expression parsing, implementation, sortings, strings

[ifsmirnov's solution](#)

**113.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[ifsmirnov's solution](#)

**114.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[ifsmirnov's solution](#)

**115.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ifsmirnov's solution](#)

**116.**

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**117.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[ifsmirnov's solution](#)

**118.**

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[ifsmirnov's solution](#)

**119.**

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

[ifsmirnov's solution](#)

**120.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[ifsmirnov's solution](#)

**121.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[ifsmirnov's solution](#)

**122.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: dp, greedy, implementation

[ifsmirnov's solution](#)

**123.**

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ifsmirnov's solution](#)

**124.**

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**125.**

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: greedy, sortings

[ifsmirnov's solution](#)

**126.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2013-11-03 · Ruby (first AC) · Tags: constructive algorithms, dp, math

[ifsmirnov's solution](#)

**127.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[ifsmirnov's solution](#)

**128.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[ifsmirnov's solution](#)

**129.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: brute force, implementation

[ifsmirnov's solution](#)

**130.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**131.**

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-14 · Python 2 (first AC) · Tags: brute force, implementation

[ifsmirnov's solution](#)

**132.**

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, data structures, implementation

[ifsmirnov's solution](#)

**133.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[ifsmirnov's solution](#)

**134.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**135.**

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · Python 2 (first AC) · Tags: implementation, sortings

[ifsmirnov's solution](#)

**136.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[ifsmirnov's solution](#)

**137.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**138.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[ifsmirnov's solution](#)

**139.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[ifsmirnov's solution](#)

**140.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[ifsmirnov's solution](#)

**141.**

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: \*special, implementation, sortings

[ifsmirnov's solution](#)

**142.**

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ifsmirnov's solution](#)

**143.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[ifsmirnov's solution](#)

**144.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**145.**

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, strings

[ifsmirnov's solution](#)

**146.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ifsmirnov's solution](#)

**147.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[ifsmirnov's solution](#)

**148.**

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[ifsmirnov's solution](#)

**149.**

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**150.**

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ifsmirnov's solution](#)

**151.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**152.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: dp, implementation, math

[ifsmirnov's solution](#)

**153.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[ifsmirnov's solution](#)

**154.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: data structures, implementation

[ifsmirnov's solution](#)

**155.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[ifsmirnov's solution](#)

**156.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[ifsmirnov's solution](#)

**157.**

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[ifsmirnov's solution](#)

**158.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[ifsmirnov's solution](#)

**159.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[ifsmirnov's solution](#)

**160.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[ifsmirnov's solution](#)

**161.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[ifsmirnov's solution](#)

**162.**

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[ifsmirnov's solution](#)

**163.**

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[ifsmirnov's solution](#)

**164.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[ifsmirnov's solution](#)

**165.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**166.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: greedy, math, sortings

[ifsmirnov's solution](#)

**167.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: dp, math, matrices

[ifsmirnov's solution](#)

**168.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[ifsmirnov's solution](#)

**169.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[ifsmirnov's solution](#)

**170.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**171.**

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-17 · Python 2 (first AC) · Tags: math

[ifsmirnov's solution](#)

**172.**

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ifsmirnov's solution](#)

**173.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**174.**

913C

[Party Lemonade](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**175.**

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · Perl (first AC) · Tags: \*special, implementation, strings

[ifsmirnov's solution](#)

**176.**

763A

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

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

[ifsmirnov's solution](#)

**177.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[ifsmirnov's solution](#)

**178.**

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

[ifsmirnov's solution](#)

**179.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[ifsmirnov's solution](#)

**180.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[ifsmirnov's solution](#)

**181.**

715A

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

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

[ifsmirnov's solution](#)

**182.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: binary search, dp

[ifsmirnov's solution](#)

**183.**

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ifsmirnov's solution](#)

**184.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[ifsmirnov's solution](#)

**185.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[ifsmirnov's solution](#)

**186.**

626C

[Block Towers](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**187.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[ifsmirnov's solution](#)

**188.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ifsmirnov's solution](#)

**189.**

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

[ifsmirnov's solution](#)

**190.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[ifsmirnov's solution](#)

**191.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ifsmirnov's solution](#)

**192.**

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[ifsmirnov's solution](#)

**193.**

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[ifsmirnov's solution](#)

**194.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: combinatorics, data structures, implementation

[ifsmirnov's solution](#)

**195.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[ifsmirnov's solution](#)

**196.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[ifsmirnov's solution](#)

**197.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[ifsmirnov's solution](#)

**198.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[ifsmirnov's solution](#)

**199.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: \*special, bitmasks, brute force, implementation

[ifsmirnov's solution](#)

**200.**

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[ifsmirnov's solution](#)

**201.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[ifsmirnov's solution](#)

**202.**

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: \*special, brute force, implementation, number theory

[ifsmirnov's solution](#)

**203.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory

[ifsmirnov's solution](#)

**204.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**205.**

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2012-02-22 · Cobol (first AC) · Tags: \*special

[ifsmirnov's solution](#)

**206.**

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ifsmirnov's solution](#)

**207.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[ifsmirnov's solution](#)

**208.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**209.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[ifsmirnov's solution](#)

**210.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: implementation, strings

[ifsmirnov's solution](#)

**211.**

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · Python 2 (first AC) · Tags: math

[ifsmirnov's solution](#)

**212.**

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[ifsmirnov's solution](#)

**213.**

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: two pointers

[ifsmirnov's solution](#)

**214.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**215.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ifsmirnov's solution](#)

**216.**

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ifsmirnov's solution](#)

**217.**

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[ifsmirnov's solution](#)

**218.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[ifsmirnov's solution](#)

**219.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-04 · Python 3 (first AC) · Tags: \*special

[ifsmirnov's solution](#)

**220.**

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

[ifsmirnov's solution](#)

**221.**

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[ifsmirnov's solution](#)

**222.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ifsmirnov's solution](#)

**223.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[ifsmirnov's solution](#)

**224.**

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**225.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[ifsmirnov's solution](#)

**226.**

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[ifsmirnov's solution](#)

**227.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[ifsmirnov's solution](#)

**228.**

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[ifsmirnov's solution](#)

**229.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[ifsmirnov's solution](#)

**230.**

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

[ifsmirnov's solution](#)

**231.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[ifsmirnov's solution](#)

**232.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ifsmirnov's solution](#)

**233.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**234.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[ifsmirnov's solution](#)

**235.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[ifsmirnov's solution](#)

**236.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[ifsmirnov's solution](#)

**237.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[ifsmirnov's solution](#)

**238.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: dp

[ifsmirnov's solution](#)

**239.**

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[ifsmirnov's solution](#)

**240.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**241.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[ifsmirnov's solution](#)

**242.**

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[ifsmirnov's solution](#)

**243.**

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ifsmirnov's solution](#)

**244.**

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[ifsmirnov's solution](#)

**245.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[ifsmirnov's solution](#)

**246.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[ifsmirnov's solution](#)

**247.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[ifsmirnov's solution](#)

**248.**

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[ifsmirnov's solution](#)

**249.**

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[ifsmirnov's solution](#)

**250.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[ifsmirnov's solution](#)

**251.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ifsmirnov's solution](#)

**252.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[ifsmirnov's solution](#)

**253.**

913D

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

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

[ifsmirnov's solution](#)

**254.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[ifsmirnov's solution](#)

**255.**

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[ifsmirnov's solution](#)

**256.**

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[ifsmirnov's solution](#)

**257.**

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: \*special, implementation

[ifsmirnov's solution](#)

**258.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[ifsmirnov's solution](#)

**259.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[ifsmirnov's solution](#)

**260.**

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

[ifsmirnov's solution](#)

**261.**

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs  
[ifsmirnov's solution](#)

**262.**

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, trees  
[ifsmirnov's solution](#)

**263.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs  
[ifsmirnov's solution](#)

**264.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities  
[ifsmirnov's solution](#)

**265.**

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  
[ifsmirnov's solution](#)

**266.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[ifsmirnov's solution](#)

**267.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[ifsmirnov's solution](#)

**268.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[ifsmirnov's solution](#)

**269.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: dp  
[ifsmirnov's solution](#)

**270.**

532E

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

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —  
[ifsmirnov's solution](#)

**271.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math  
[ifsmirnov's solution](#)

**272.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees  
[ifsmirnov's solution](#)

**273.**

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · Python 2 (first AC) · Tags: greedy  
[ifsmirnov's solution](#)

**274.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory  
[ifsmirnov's solution](#)

**275.**

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms  
[ifsmirnov's solution](#)

**276.**

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math  
[ifsmirnov's solution](#)

**277.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees  
[ifsmirnov's solution](#)

**278.**

153B

[Binary notation](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 1800 · first AC: 2012-02-22 · Cobol (first AC) · Tags: \*special  
[ifsmirnov's solution](#)

**279.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation  
[ifsmirnov's solution](#)

**280.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings  
[ifsmirnov's solution](#)

**281.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy  
[ifsmirnov's solution](#)

**282.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[ifsmirnov's solution](#)

**283.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: dp

[ifsmirnov's solution](#)

**284.**

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math

[ifsmirnov's solution](#)

**285.**

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[ifsmirnov's solution](#)

**286.**

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**287.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, strings

[ifsmirnov's solution](#)

**288.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy

[ifsmirnov's solution](#)

**289.**

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · MS C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[ifsmirnov's solution](#)

**290.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities

[ifsmirnov's solution](#)

**291.**

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**292.**

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: data structures, implementation

[ifsmirnov's solution](#)

**293.**

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: constructive algorithms

[ifsmirnov's solution](#)

**294.**

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[ifsmirnov's solution](#)

**295.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[ifsmirnov's solution](#)

**296.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[ifsmirnov's solution](#)

**297.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[ifsmirnov's solution](#)

**298.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, interactive

[ifsmirnov's solution](#)

**299.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ifsmirnov's solution](#)

**300.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-04-04 · Python 3 (first AC) · Tags: \*special, implementation

[ifsmirnov's solution](#)

**301.**

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

[ifsmirnov's solution](#)

**302.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ifsmirnov's solution](#)

**303.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[ifsmirnov's solution](#)

**304.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[ifsmirnov's solution](#)

### 305.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[ifsmirnov's solution](#)

### 306.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[ifsmirnov's solution](#)

### 307.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: dp

[ifsmirnov's solution](#)

### 308.

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

[ifsmirnov's solution](#)

### 309.

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

[ifsmirnov's solution](#)

### 310.

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 311.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[ifsmirnov's solution](#)

### 312.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[ifsmirnov's solution](#)

### 313.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[ifsmirnov's solution](#)

### 314.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[ifsmirnov's solution](#)

**315.**

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[ifsmirnov's solution](#)

**316.**

388B

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

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[ifsmirnov's solution](#)

**317.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: brute force, divide and conquer, dp

[ifsmirnov's solution](#)

**318.**

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[ifsmirnov's solution](#)

**319.**

319B

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

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

[ifsmirnov's solution](#)

**320.**

308C

[Memory for Arrays](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**321.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**322.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[ifsmirnov's solution](#)

**323.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[ifsmirnov's solution](#)

**324.**

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ifsmirnov's solution](#)

**325.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[ifsmirnov's solution](#)

**326.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy  
[ifsmirnov's solution](#)

**327.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings  
[ifsmirnov's solution](#)

**328.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees  
[ifsmirnov's solution](#)

**329.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory  
[ifsmirnov's solution](#)

**330.**

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · D (first AC) · Tags: \*special, dp  
[ifsmirnov's solution](#)

**331.**

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · JavaScript (first AC) · Tags: \*special, binary search, greedy  
[ifsmirnov's solution](#)

**332.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-04-04 · Python 3 (first AC) · Tags: \*special, brute force, implementation  
[ifsmirnov's solution](#)

**333.**

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-04-04 · Python 3 (first AC) · Tags: \*special  
[ifsmirnov's solution](#)

**334.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games  
[ifsmirnov's solution](#)

**335.**

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: greedy  
[ifsmirnov's solution](#)

**336.**

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures  
[ifsmirnov's solution](#)

**337.**

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ifsmirnov's solution](#)

**338.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: brute force, dp

[ifsmirnov's solution](#)

**339.**

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**340.**

532B

[Work Group](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**341.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures

[ifsmirnov's solution](#)

**342.**

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[ifsmirnov's solution](#)

**343.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[ifsmirnov's solution](#)

**344.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: dp

[ifsmirnov's solution](#)

**345.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: brute force, geometry

[ifsmirnov's solution](#)

**346.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, sortings, trees

[ifsmirnov's solution](#)

**347.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[ifsmirnov's solution](#)

**348.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[ifsmirnov's solution](#)

**349.**

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[ifsmirnov's solution](#)

**350.**

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: graphs, greedy, sortings

[ifsmirnov's solution](#)

**351.**

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[ifsmirnov's solution](#)

**352.**

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[ifsmirnov's solution](#)

**353.**

308A

[Morning run](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**354.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force

[ifsmirnov's solution](#)

**355.**

264C

[Choosing Balls](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**356.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[ifsmirnov's solution](#)

**357.**

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: dp, hashing

[ifsmirnov's solution](#)

**358.**

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[ifsmirnov's solution](#)

**359.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[ifsmirnov's solution](#)

**360.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ifsmirnov's solution](#)

**361.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: dp

[ifsmirnov's solution](#)

**362.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ifsmirnov's solution](#)

**363.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2011-09-10 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, strings

[ifsmirnov's solution](#)

**364.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: dp, games, math

[ifsmirnov's solution](#)

**365.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[ifsmirnov's solution](#)

**366.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: data structures, dfs and similar, sortings

[ifsmirnov's solution](#)

**367.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: dp, games, number theory

[ifsmirnov's solution](#)

**368.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ifsmirnov's solution](#)

**369.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[ifsmirnov's solution](#)

**370.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[ifsmirnov's solution](#)

**371.**

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Rust (first AC) · Tags: \*special, brute force, ternary search

[ifsmirnov's solution](#)

**372.**

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ifsmirnov's solution](#)

**373.**

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[ifsmirnov's solution](#)

**374.**

601B

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

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

[ifsmirnov's solution](#)

**375.**

590B

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

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[ifsmirnov's solution](#)

**376.**

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ifsmirnov's solution](#)

**377.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ifsmirnov's solution](#)

**378.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[ifsmirnov's solution](#)

**379.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[ifsmirnov's solution](#)

**380.**

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: flows, graphs, math

[ifsmirnov's solution](#)

**381.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ifsmirnov's solution](#)

**382.**

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**383.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: greedy

[ifsmirnov's solution](#)

**384.**

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[ifsmirnov's solution](#)

**385.**

497C

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

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[ifsmirnov's solution](#)

**386.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: dfs and similar, dp, math, trees

[ifsmirnov's solution](#)

**387.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[ifsmirnov's solution](#)

**388.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[ifsmirnov's solution](#)

**389.**

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[ifsmirnov's solution](#)

**390.**

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: data structures, dp, math

[ifsmirnov's solution](#)

**391.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[ifsmirnov's solution](#)

**392.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[ifsmirnov's solution](#)

**393.**

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[ifsmirnov's solution](#)

**394.**

308B

[Context Advertising](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**395.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ifsmirnov's solution](#)

**396.**

269C

[Flawed Flow](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**397.**

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**398.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ifsmirnov's solution](#)

**399.**

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[ifsmirnov's solution](#)

**400.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: geometry, sortings

[ifsmirnov's solution](#)

**401.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing,

implementation, string suffix structures, strings

[ifsmirnov's solution](#)

**402.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[ifsmirnov's solution](#)

**403.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: binary search, geometry

[ifsmirnov's solution](#)

**404.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ifsmirnov's solution](#)

**405.**

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms

[ifsmirnov's solution](#)

**406.**

795H

[Repairing Of String](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-04-05 · Delphi (first AC) · Tags: \*special, constructive algorithms, math

[ifsmirnov's solution](#)

**407.**

757D

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

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ifsmirnov's solution](#)

**408.**

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[ifsmirnov's solution](#)

**409.**

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[ifsmirnov's solution](#)

**410.**

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ifsmirnov's solution](#)

**411.**

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[ifsmirnov's solution](#)

**412.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[ifsmirnov's solution](#)

**413.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[ifsmirnov's solution](#)

**414.**

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

[ifsmirnov's solution](#)

**415.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[ifsmirnov's solution](#)

**416.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ifsmirnov's solution](#)

**417.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[ifsmirnov's solution](#)

**418.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[ifsmirnov's solution](#)

**419.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[ifsmirnov's solution](#)

**420.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, hashing, math

[ifsmirnov's solution](#)

**421.**

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[ifsmirnov's solution](#)

**422.**

453C

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

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ifsmirnov's solution](#)

**423.**

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp  
[ifsmirnov's solution](#)

**424.**

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: string suffix structures  
[ifsmirnov's solution](#)

**425.**

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: games  
[ifsmirnov's solution](#)

**426.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2011-05-23 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers  
[ifsmirnov's solution](#)

**427.**

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers  
[ifsmirnov's solution](#)

**428.**

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, hashing  
[ifsmirnov's solution](#)

**429.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2017-11-13 · last AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures  
[ifsmirnov's solution](#)

**430.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ifsmirnov's solution](#)

**431.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: data structures  
[ifsmirnov's solution](#)

**432.**

800C

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

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[ifsmirnov's solution](#)

**433.**

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: \*special, brute force, number theory

[ifsmirnov's solution](#)

**434.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ifsmirnov's solution](#)

**435.**

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[ifsmirnov's solution](#)

**436.**

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[ifsmirnov's solution](#)

**437.**

713C

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

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

[ifsmirnov's solution](#)

**438.**

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

[ifsmirnov's solution](#)

**439.**

601C

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

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

[ifsmirnov's solution](#)

**440.**

594C

[Edo and Magnets](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**441.**

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

[ifsmirnov's solution](#)

**442.**

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**443.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[ifsmirnov's solution](#)

**444.**

549B

[Lookser Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ifsmirnov's solution](#)

**445.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ifsmirnov's solution](#)

**446.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: dp, trees

[ifsmirnov's solution](#)

**447.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[ifsmirnov's solution](#)

**448.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: combinatorics, dp

[ifsmirnov's solution](#)

**449.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: brute force, number theory

[ifsmirnov's solution](#)

**450.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dp, games

[ifsmirnov's solution](#)

**451.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[ifsmirnov's solution](#)

**452.**

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[ifsmirnov's solution](#)

**453.**

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

[ifsmirnov's solution](#)

**454.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures,

implementation

[ifsmirnov's solution](#)

**455.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**456.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ifsmirnov's solution](#)

**457.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**458.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[ifsmirnov's solution](#)

**459.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ifsmirnov's solution](#)

**460.**

755E

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ifsmirnov's solution](#)

**461.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[ifsmirnov's solution](#)

**462.**

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[ifsmirnov's solution](#)

**463.**

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[ifsmirnov's solution](#)

**464.**

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[ifsmirnov's solution](#)

**465.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[ifsmirnov's solution](#)

**466.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[ifsmirnov's solution](#)

**467.**

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[ifsmirnov's solution](#)

**468.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[ifsmirnov's solution](#)

**469.**

626E

[Simple Skewness](#) · [Tutorial](#)

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

[ifsmirnov's solution](#)

**470.**

601D

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

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

[ifsmirnov's solution](#)

**471.**

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[ifsmirnov's solution](#)

**472.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[ifsmirnov's solution](#)

**473.**

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**474.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**475.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ifsmirnov's solution](#)

**476.**

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[ifsmirnov's solution](#)

**477.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[ifsmirnov's solution](#)

**478.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[ifsmirnov's solution](#)

**479.**

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[ifsmirnov's solution](#)

**480.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, math, number theory

[ifsmirnov's solution](#)

**481.**

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: flows, graphs

[ifsmirnov's solution](#)

**482.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2011-10-28 · GNU C++ (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**483.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[ifsmirnov's solution](#)

**484.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[ifsmirnov's solution](#)

**485.**

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[ifsmirnov's solution](#)

**486.**

757E

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

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[ifsmirnov's solution](#)

**487.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**488.**

737D

[Financiers Game](#) · [Tutorial](#)

Quality: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[ifsmirnov's solution](#)

**489.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[ifsmirnov's solution](#)

**490.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[ifsmirnov's solution](#)

**491.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-13 · last AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[ifsmirnov's solution](#)

**492.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ifsmirnov's solution](#)

**493.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**494.**

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ifsmirnov's solution](#)

**495.**

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp

[ifsmirnov's solution](#)

**496.**

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[ifsmirnov's solution](#)

**497.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[ifsmirnov's solution](#)

**498.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ifsmirnov's solution](#)

**499.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[ifsmirnov's solution](#)

**500.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[ifsmirnov's solution](#)

**501.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**502.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[ifsmirnov's solution](#)

**503.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[ifsmirnov's solution](#)

**504.**

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**505.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ifsmirnov's solution](#)

**506.**

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**507.**

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**508.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

implementation

[ifsmirnov's solution](#)

**509.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[ifsmirnov's solution](#)

**510.**

795F

[Pens And Days Of Week](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-05 · Go (first AC) · Tags: \*special, brute force, math, number theory

[ifsmirnov's solution](#)

**511.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[ifsmirnov's solution](#)

**512.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[ifsmirnov's solution](#)

**513.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[ifsmirnov's solution](#)

**514.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees

[ifsmirnov's solution](#)

**515.**

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, strings

[ifsmirnov's solution](#)

**516.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: dfs and similar

[ifsmirnov's solution](#)

**517.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2011-09-10 · GNU C++ (first AC) · Tags: math, matrices, probabilities

[ifsmirnov's solution](#)

**518.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ifsmirnov's solution](#)

**519.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures,

implementation, number theory, two pointers

[ifsmirnov's solution](#)

**520.**

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**521.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: data structures

[ifsmirnov's solution](#)

**522.**

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: brute force, dp, two pointers

[ifsmirnov's solution](#)

**523.**

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ifsmirnov's solution](#)

**524.**

763E

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

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[ifsmirnov's solution](#)

**525.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[ifsmirnov's solution](#)

**526.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[ifsmirnov's solution](#)

**527.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2014-10-20 · last AC: 2014-10-20 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[ifsmirnov's solution](#)

**528.**

695F

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

Rating: 3000 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[ifsmirnov's solution](#)

**529.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**530.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[ifsmirnov's solution](#)

### 531.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-03 · GNU C++0x (first AC) · Tags: data structures

[ifsmirnov's solution](#)

### 532.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ifsmirnov's solution](#)

### 533.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 534.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 535.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 536.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 537.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 538.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 539.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 540.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

### 541.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**542.**

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**543.**

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**544.**

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**545.**

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**546.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · Python 3 (first AC) · Tags: —

[ifsmirnov's solution](#)

**547.**

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**548.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**549.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**550.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**551.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**552.**

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**553.**

100417J

[RSA](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · Python 3 (first AC) · Tags: —

[ifsmirnov's solution](#)

**554.**

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**555.**

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**556.**

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**557.**

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**558.**

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ifsmirnov's solution](#)

**559.**

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · Python 2 (first AC) · Tags: —

[ifsmirnov's solution](#)

**560.**

100417F

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

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**561.**

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**562.**

100365G

[Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**563.**

100365C

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · Python 3 (first AC) · Tags: —

[ifsmirnov's solution](#)

**564.**

100365B

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

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**565.**

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**566.**

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**567.**

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**568.**

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**569.**

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**570.**

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**571.**

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**572.**

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**573.**

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**574.**

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**575.**

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**576.**

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**577.**

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[ifsmirnov's solution](#)

**578.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-29 · last AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**579.**

100528E

[A<C>DT8! CÔU CÔ;CäACα>D BC€](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**580.**

100528G

[B-∫D&ia D :Cä1Cα0DP](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**581.**

100528L

[A<C>DT8! C C CD AC](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**582.**

100528D

[A<C>DT8! @ C :CTH](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**583.**

100528H

[B 7D4ACç ?Cä;CäA](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · Java 7 (first AC) · Tags: —

[ifsmirnov's solution](#)

**584.**

100528C

[A<C>DT8! @ C @ C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · Java 7 (first AC) · Tags: —

[ifsmirnov's solution](#)

**585.**

100528B

[A,,3D0C! •](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**586.**

100528F

[BD\\*0D\\$D 0CÄ:C](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**587.**

100528A

[A\\$KD00\\$=C,,2C =C,,5 C\\$5D”5D BC\\$5CÔ=D`E Dt8D 5C°](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**588.**

100528I

[A,70e!](#)

Rating: — · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**589.**

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**590.**

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**591.**

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**592.**

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**593.**

100345I

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

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**594.**

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**595.**

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**596.**

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**597.**

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**598.**

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**599.**

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-15 · GNU C++0x (first AC) · Tags: —

[ifsmirnov's solution](#)

**600.**

100112I

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**601.**

100112E

[Eco-driving](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**602.**

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**603.**

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**604.**

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**605.**

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**606.**

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**607.**

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**608.**

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**609.**

100089C

[B.T>DriACP](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**610.**

100089I

[ASDriCD K](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**611.**

100089H

[BriCOA0](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**612.**

100089D

[BriDriCT@CT<CT=D\\$0C'LCÔ>CR ;CTGCT=C,,5](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**613.**

100089A

[AriDCriD](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**614.**

100089J

[A5C4riCä5 D ;Cä2Cä](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**615.**

100089G

[AriDriC,,BC ;DÄ](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**616.**

100089F

[Ari5CÄriC4;Cä1C,,=](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**617.**

100089B

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Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**618.**

100089E

[AriDCriC GCT=C,,O](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)

**619.**

100029J

[B&P, BCT@C,,0CÔAC#8CR NC\\$5C'8D K](#)

Rating: — · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: —

[ifsmirnov's solution](#)