

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

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# Unique solved — imAnik

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

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

Filters: none

Count: 1,506

1.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

2.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[imAnik's solution](#)

3.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

4.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

5.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[imAnik's solution](#)

6.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,375 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[imAnik's solution](#)

7.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,457 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[imAnik's solution](#)

8.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[imAnik's solution](#)

9.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-09-09 · last AC: 2019-06-09 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**10.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**11.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[imAnik's solution](#)

**12.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

**13.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**14.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**15.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**16.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**17.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[imAnik's solution](#)

**18.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**19.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**20.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**21.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**22.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**23.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**24.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings  
[imAnik's solution](#)

**25.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**26.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: math  
[imAnik's solution](#)

**27.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings  
[imAnik's solution](#)

**28.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: games, math  
[imAnik's solution](#)

**29.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**30.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**31.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy  
[imAnik's solution](#)

**32.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[imAnik's solution](#)

**33.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: implementation, sortings  
[imAnik's solution](#)

**34.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**35.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs  
[imAnik's solution](#)

**36.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**37.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms  
[imAnik's solution](#)

**38.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**39.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)

**40.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**41.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**42.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation  
[imAnik's solution](#)

- 43.**  
746A  
[Compote](#) · [Tutorial](#)  
Quality: 23,843 global accepts · Rating: 800 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[imAnik's solution](#)
- 44.**  
894A  
[QAQ](#) · [Tutorial](#)  
Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[imAnik's solution](#)
- 45.**  
888A  
[Local Extrema](#) · [Tutorial](#)  
Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)
- 46.**  
867A  
[Between the Offices](#) · [Tutorial](#)  
Quality: 20,631 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)
- 47.**  
855A  
[Tom Riddle's Diary](#) · [Tutorial](#)  
Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[imAnik's solution](#)
- 48.**  
859A  
[Declined Finalists](#) · [Tutorial](#)  
Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++ (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)
- 49.**  
854A  
[Fraction](#) · [Tutorial](#)  
Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[imAnik's solution](#)
- 50.**  
851A  
[Arpa and a research in Mexican wave](#) · [Tutorial](#)  
Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)
- 51.**  
837A  
[Text Volume](#) · [Tutorial](#)  
Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)
- 52.**  
835A  
[Key races](#) · [Tutorial](#)  
Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math  
[imAnik's solution](#)
- 53.**  
832A  
[Sasha and Sticks](#) · [Tutorial](#)  
Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[imAnik's solution](#)

**54.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**55.**

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**56.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**57.**

71A

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

Quality: 503,267 global accepts · Rating: 800 · first AC: 2015-09-15 · last AC: 2017-03-23 · GNU C++ (first AC) · Tags: strings  
[imAnik's solution](#)

**58.**

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**59.**

782A

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

Rating: 800 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**60.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[imAnik's solution](#)

**61.**

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-22 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**62.**

758A

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

Quality: 75,306 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**63.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory  
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**64.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math  
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**65.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory  
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**66.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: brute force, math  
[imAnik's solution](#)

**67.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math  
[imAnik's solution](#)

**68.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**69.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,717 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings  
[imAnik's solution](#)

**70.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**71.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**72.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**73.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++ (first AC) · Tags: dp, greedy, implementation  
[imAnik's solution](#)

**74.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**75.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)

**76.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**77.**

678A

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

Quality: 15,167 global accepts · Rating: 800 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**78.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**79.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**80.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: math, number theory  
[imAnik's solution](#)

**81.**

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**82.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**83.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,532 global accepts · Rating: 800 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**84.**

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation  
[imAnik's solution](#)

**85.**

630A

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

Quality: 93,514 global accepts · Rating: 800 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: number theory  
[imAnik's solution](#)

**86.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**87.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**88.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,308 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: brute force

[imAnik's solution](#)

**89.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**90.**

618A

[Slime Combining](#) · [Tutorial](#)

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

[imAnik's solution](#)

**91.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,136 global accepts · Rating: 800 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**92.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**93.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**94.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 800 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**95.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,397 global accepts · Rating: 800 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**96.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**97.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**98.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,673 global accepts · Rating: 800 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**99.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: math, probabilities  
[imAnik's solution](#)

**100.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**101.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**102.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**103.**

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**104.**

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**105.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**106.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**107.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,820 global accepts · Rating: 800 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers  
[imAnik's solution](#)

**108.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,201 global accepts · Rating: 800 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**109.**

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force  
[imAnik's solution](#)

**110.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**111.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[imAnik's solution](#)

**112.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,781 global accepts · Rating: 800 · first AC: 2015-10-19 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**113.**

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: brute force, math  
[imAnik's solution](#)

**114.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**115.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-10-09 · GNU C++ (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**116.**

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,921 global accepts · Rating: 800 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: brute force  
[imAnik's solution](#)

**117.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**118.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,949 global accepts · Rating: 800 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**119.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,422 global accepts · Rating: 800 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**120.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**121.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,510 global accepts · Rating: 800 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**122.**

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**123.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**124.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[imAnik's solution](#)

**125.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,920 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**126.**

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,199 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**127.**

228A

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

Quality: 139,813 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**128.**

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**129.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,415 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**130.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: \*special, implementation

[imAnik's solution](#)

**131.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,933 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**132.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**133.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**134.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: constructive algorithms, math  
[imAnik's solution](#)

**135.**

155A

[I love \%username%\%](#) · [Tutorial](#)

Quality: 93,666 global accepts · Rating: 800 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: brute force  
[imAnik's solution](#)

**136.**

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2015-05-11 · GNU C (first AC) · Tags: constructive algorithms, implementation  
[imAnik's solution](#)

**137.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2015-05-10 · GNU C (first AC) · Tags: implementation  
[imAnik's solution](#)

**138.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2015-05-10 · GNU C (first AC) · Tags: implementation  
[imAnik's solution](#)

**139.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2015-05-10 · GNU C (first AC) · Tags: implementation, sortings, strings  
[imAnik's solution](#)

**140.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2015-05-09 · GNU C (first AC) · Tags: brute force  
[imAnik's solution](#)

**141.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,211 global accepts · Rating: 800 · first AC: 2015-05-09 · GNU C (first AC) · Tags: implementation  
[imAnik's solution](#)

**142.**

110A

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

Quality: 199,502 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**143.**

486A

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

Quality: 154,149 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: implementation, math

[imAnik's solution](#)

**144.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,335 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**145.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,450 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**146.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,086 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[imAnik's solution](#)

**147.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**148.**

472A

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

Quality: 70,774 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: math, number theory

[imAnik's solution](#)

**149.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2015-05-08 · GNU C (first AC) · Tags: greedy, math

[imAnik's solution](#)

**150.**

112A

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

Quality: 287,263 global accepts · Rating: 800 · first AC: 2015-05-07 · GNU C (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**151.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2015-05-07 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**152.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,741 global accepts · Rating: 800 · first AC: 2015-05-04 · GNU C (first AC) · Tags: brute force

[imAnik's solution](#)

**153.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,943 global accepts · Rating: 800 · first AC: 2015-05-04 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**154.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,039 global accepts · Rating: 800 · first AC: 2015-05-04 · GNU C (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**155.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,399 global accepts · Rating: 800 · first AC: 2015-05-04 · GNU C (first AC) · Tags: constructive algorithms, implementation, math

[imAnik's solution](#)

**156.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2015-05-04 · GNU C (first AC) · Tags: greedy, implementation, sortings, strings

[imAnik's solution](#)

**157.**

281A

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

Quality: 270,992 global accepts · Rating: 800 · first AC: 2015-05-03 · GNU C (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**158.**

266A

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

Quality: 244,564 global accepts · Rating: 800 · first AC: 2015-05-03 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**159.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,552 global accepts · Rating: 800 · first AC: 2015-05-03 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**160.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2015-05-03 · GNU C (first AC) · Tags: brute force, greedy

[imAnik's solution](#)

**161.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2015-04-13 · GNU C (first AC) · Tags: brute force, math

[imAnik's solution](#)

**162.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-09-05 · Go (first AC) · Tags: games, math

[imAnik's solution](#)

**163.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[imAnik's solution](#)

**164.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**165.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**166.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[imAnik's solution](#)

**167.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-11-13 · last AC: 2019-06-10 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**168.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[imAnik's solution](#)

**169.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[imAnik's solution](#)

**170.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**171.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**172.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**173.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-01-06 · last AC: 2018-03-13 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**174.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[imAnik's solution](#)

**175.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[imAnik's solution](#)

**176.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**177.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**178.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**179.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)

**180.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,890 global accepts · Rating: 900 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**181.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)

**182.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)

**183.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math  
[imAnik's solution](#)

**184.**

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)

**185.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**186.**

820A

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

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)

**187.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**188.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**189.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,218 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings  
[imAnik's solution](#)

**190.**

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, sortings  
[imAnik's solution](#)

**191.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**192.**

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[imAnik's solution](#)

**193.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**194.**

738A

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

Rating: 900 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**195.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[imAnik's solution](#)

**196.**

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**197.**

670A

[Holidays](#) · [Tutorial](#)

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

[imAnik's solution](#)

**198.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[imAnik's solution](#)

**199.**

631A

[Interview](#) · [Tutorial](#)

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

[imAnik's solution](#)

**200.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**201.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[imAnik's solution](#)

**202.**

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2016-02-03 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**203.**

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**204.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**205.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**206.**

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**207.**

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[imAnik's solution](#)

**208.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[imAnik's solution](#)

**209.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: brute force, geometry

[imAnik's solution](#)

**210.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[imAnik's solution](#)

**211.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,467 global accepts · Rating: 900 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**212.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**213.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**214.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**215.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**216.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**217.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,423 global accepts · Rating: 900 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: brute force, greedy

[imAnik's solution](#)

**218.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**219.**

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**220.**

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**221.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**222.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**223.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**224.**

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: brute force, math, strings

[imAnik's solution](#)

**225.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 900 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**226.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**227.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**228.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**229.**

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**230.**

556A

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

Quality: 46,392 global accepts · Rating: 900 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**231.**

580A

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

Quality: 104,690 global accepts · Rating: 900 · first AC: 2015-09-26 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[imAnik's solution](#)

**232.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**233.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: strings

[imAnik's solution](#)

**234.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,687 global accepts · Rating: 900 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**235.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**236.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**237.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,692 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**238.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**239.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**240.**

313A

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

Quality: 65,044 global accepts · Rating: 900 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: implementation, number theory

[imAnik's solution](#)

**241.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**242.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**243.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: sortings

[imAnik's solution](#)

**244.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2015-05-08 · GNU C (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**245.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,008 global accepts · Rating: 900 · first AC: 2015-05-03 · GNU C (first AC) · Tags: implementation

[imAnik's solution](#)

**246.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2015-05-03 · GNU C (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**247.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[imAnik's solution](#)

**248.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**249.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[imAnik's solution](#)

**250.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[imAnik's solution](#)

**251.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[imAnik's solution](#)

**252.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[imAnik's solution](#)

**253.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[imAnik's solution](#)

**254.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**255.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**256.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[imAnik's solution](#)

**257.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[imAnik's solution](#)

**258.**

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, strings

[imAnik's solution](#)

**259.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**260.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**261.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**262.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**263.**

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[imAnik's solution](#)

**264.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[imAnik's solution](#)

**265.**

1027A

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

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**266.**

1023B

[Pair of Toys](#) · [Tutorial](#)

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

[imAnik's solution](#)

**267.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings

[imAnik's solution](#)

**268.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[imAnik's solution](#)

**269.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**270.**

939B

[Hamster Farm](#) · [Tutorial](#)

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

[imAnik's solution](#)

**271.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[imAnik's solution](#)

**272.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**273.**

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[imAnik's solution](#)

**274.**

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**275.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**276.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**277.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**278.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**279.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**280.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**281.**

859B

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

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

[imAnik's solution](#)

**282.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[imAnik's solution](#)

**283.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**284.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**285.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**286.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**287.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[imAnik's solution](#)

**288.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2015-05-02 · last AC: 2017-03-23 · GNU C (first AC) · Tags: math

[imAnik's solution](#)

**289.**

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**290.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[imAnik's solution](#)

**291.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[imAnik's solution](#)

**292.**

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2017-01-01 · GNU C++ (first AC) · Tags: dp, greedy, math

[imAnik's solution](#)

**293.**

742A

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

Quality: 51,984 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: implementation, math, number theory

[imAnik's solution](#)

**294.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**295.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**296.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,844 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**297.**

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**298.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**299.**

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[imAnik's solution](#)

**300.**

670B

[Game of Robots](#) · [Tutorial](#)

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

[imAnik's solution](#)

**301.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**302.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**303.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: sortings

[imAnik's solution](#)

**304.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: \*special, constructive algorithms

[imAnik's solution](#)

**305.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,556 global accepts · Rating: 1000 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: combinatorics, math

[imAnik's solution](#)

**306.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**307.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**308.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**309.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**310.**

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**311.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**312.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**313.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**314.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-19 · GNU C++ (first AC) · Tags: games, greedy

[imAnik's solution](#)

**315.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**316.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,507 global accepts · Rating: 1000 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**317.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,169 global accepts · Rating: 1000 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: strings

[imAnik's solution](#)

**318.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**319.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**320.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**321.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**322.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**323.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**324.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**325.**

389A

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

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: greedy, math

[imAnik's solution](#)

**326.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: greedy, shortest paths

[imAnik's solution](#)

**327.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**328.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,318 global accepts · Rating: 1000 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**329.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**330.**

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**331.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**332.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**333.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**334.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**335.**

385A

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

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[imAnik's solution](#)

**336.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1000 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**337.**

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2015-10-11 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**338.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2015-10-11 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**339.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-10-11 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**340.**

450A

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

Quality: 44,407 global accepts · Rating: 1000 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**341.**

584A

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

Quality: 52,609 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**342.**

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**343.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**344.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,690 global accepts · Rating: 1000 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: sortings

[imAnik's solution](#)

**345.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,584 global accepts · Rating: 1000 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[imAnik's solution](#)

**346.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**347.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-09-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**348.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,929 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: bitmasks

[imAnik's solution](#)

**349.**

500A

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

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[imAnik's solution](#)

**350.**

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**351.**

476A

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

Quality: 51,614 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**352.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,490 global accepts · Rating: 1000 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**353.**

577A

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

Quality: 45,286 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: implementation, number theory

[imAnik's solution](#)

**354.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**355.**

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**356.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,785 global accepts · Rating: 1000 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**357.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,209 global accepts · Rating: 1000 · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**358.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**359.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-05-11 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**360.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2015-05-10 · GNU C (first AC) · Tags: brute force, math

[imAnik's solution](#)

**361.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,367 global accepts · Rating: 1000 · first AC: 2015-05-10 · GNU C (first AC) · Tags: implementation, math

[imAnik's solution](#)

**362.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,801 global accepts · Rating: 1000 · first AC: 2015-05-07 · GNU C (first AC) · Tags: brute force, number theory

[imAnik's solution](#)

**363.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,994 global accepts · Rating: 1000 · first AC: 2015-05-04 · GNU C (first AC) · Tags: greedy, strings

[imAnik's solution](#)

**364.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2015-05-03 · GNU C (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**365.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2015-05-02 · GNU C (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**366.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**367.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[imAnik's solution](#)

**368.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[imAnik's solution](#)

**369.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**370.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation

[imAnik's solution](#)

**371.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**372.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**373.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**374.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**375.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**376.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory

[imAnik's solution](#)

**377.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[imAnik's solution](#)

**378.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**379.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**380.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[imAnik's solution](#)

**381.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**382.**

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**383.**

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**384.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

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

[imAnik's solution](#)

**385.**

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**386.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**387.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,673 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: brute force

[imAnik's solution](#)

**388.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**389.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: brute force, greedy

[imAnik's solution](#)

**390.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[imAnik's solution](#)

**391.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: brute force, implementation, number theory

[imAnik's solution](#)

**392.**

755B

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

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

[imAnik's solution](#)

**393.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**394.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**395.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[imAnik's solution](#)

**396.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings

[imAnik's solution](#)

**397.**

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**398.**

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**399.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**400.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[imAnik's solution](#)

**401.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**402.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**403.**

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**404.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**405.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[imAnik's solution](#)

**406.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

**407.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[imAnik's solution](#)

**408.**

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: brute force

[imAnik's solution](#)

**409.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

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

[imAnik's solution](#)

**410.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**411.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**412.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,918 global accepts · Rating: 1100 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: combinatorics, math

[imAnik's solution](#)

**413.**

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2016-02-06 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**414.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**415.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, math

[imAnik's solution](#)

**416.**

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2016-02-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**417.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**418.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,788 global accepts · Rating: 1100 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: sortings

[imAnik's solution](#)

**419.**

618B

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

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

[imAnik's solution](#)

**420.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**421.**

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**422.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: brute force, dp

[imAnik's solution](#)

**423.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: brute force, geometry, math

[imAnik's solution](#)

**424.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-30 · GNU C++ (first AC) · Tags: geometry, implementation

[imAnik's solution](#)

**425.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2015-11-29 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**426.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**427.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**428.**

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**429.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**430.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**431.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[imAnik's solution](#)

**432.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**433.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**434.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**435.**

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**436.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: brute force

[imAnik's solution](#)

**437.**

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: data structures, dp

[imAnik's solution](#)

**438.**

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**439.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: greedy, math

[imAnik's solution](#)

**440.**

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: brute force

[imAnik's solution](#)

**441.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[imAnik's solution](#)

**442.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**443.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[imAnik's solution](#)

**444.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,505 global accepts · Rating: 1100 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: dp, implementation

[imAnik's solution](#)

**445.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**446.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[imAnik's solution](#)

**447.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[imAnik's solution](#)

**448.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**449.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[imAnik's solution](#)

**450.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[imAnik's solution](#)

**451.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)

**452.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: geometry, implementation, math  
[imAnik's solution](#)

**453.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**454.**

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**455.**

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: data structures, implementation, sortings  
[imAnik's solution](#)

**456.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**457.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**458.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**459.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2015-05-10 · GNU C (first AC) · Tags: implementation  
[imAnik's solution](#)

**460.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2015-05-02 · GNU C (first AC) · Tags: \*special, greedy, implementation

[imAnik's solution](#)

**461.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[imAnik's solution](#)

**462.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[imAnik's solution](#)

**463.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[imAnik's solution](#)

**464.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[imAnik's solution](#)

**465.**

776B

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

Quality: 25,731 global accepts · Rating: 1200 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[imAnik's solution](#)

**466.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**467.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**468.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[imAnik's solution](#)

**469.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[imAnik's solution](#)

**470.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: dp, greedy, math

[imAnik's solution](#)

**471.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**472.**

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, sortings  
[imAnik's solution](#)

**473.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**474.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: math, number theory  
[imAnik's solution](#)

**475.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math  
[imAnik's solution](#)

**476.**

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[imAnik's solution](#)

**477.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation  
[imAnik's solution](#)

**478.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**479.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy  
[imAnik's solution](#)

**480.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[imAnik's solution](#)

**481.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[imAnik's solution](#)

**482.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[imAnik's solution](#)

**483.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**484.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[imAnik's solution](#)

**485.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[imAnik's solution](#)

**486.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation  
[imAnik's solution](#)

**487.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers  
[imAnik's solution](#)

**488.**

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation  
[imAnik's solution](#)

**489.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[imAnik's solution](#)

**490.**

914B

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

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[imAnik's solution](#)

**491.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[imAnik's solution](#)

**492.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**493.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[imAnik's solution](#)

**494.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[imAnik's solution](#)

**495.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**496.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**497.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**498.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[imAnik's solution](#)

**499.**

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[imAnik's solution](#)

**500.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**501.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**502.**

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: brute force, two pointers

[imAnik's solution](#)

**503.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[imAnik's solution](#)

**504.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**505.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: brute force, math, number theory

[imAnik's solution](#)

**506.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2017-03-02 · last AC: 2017-03-02 · GNU C++ (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[imAnik's solution](#)

**507.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2017-03-01 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[imAnik's solution](#)

**508.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[imAnik's solution](#)

**509.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**510.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[imAnik's solution](#)

**511.**

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry

[imAnik's solution](#)

**512.**

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[imAnik's solution](#)

**513.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[imAnik's solution](#)

**514.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[imAnik's solution](#)

**515.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**516.**

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[imAnik's solution](#)

**517.**

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: brute force, greedy

[imAnik's solution](#)

**518.**

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**519.**

717C

[Potions Homework](#) · [Tutorial](#)

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

[imAnik's solution](#)

**520.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: data structures, math

[imAnik's solution](#)

**521.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: sortings

[imAnik's solution](#)

**522.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**523.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[imAnik's solution](#)

**524.**

659C

[Tanya and Toys](#) · [Tutorial](#)

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

[imAnik's solution](#)

**525.**

658B

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

Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**526.**

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**527.**

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**528.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**529.**

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**530.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[imAnik's solution](#)

**531.**

655B

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

Rating: 1200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: greedy, math

[imAnik's solution](#)

**532.**

645B

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

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

[imAnik's solution](#)

**533.**

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**534.**

651B

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

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

[imAnik's solution](#)

**535.**

631B

[Print Check](#) · [Tutorial](#)

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

[imAnik's solution](#)

**536.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[imAnik's solution](#)

**537.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: games, math  
[imAnik's solution](#)

**538.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: math  
[imAnik's solution](#)

**539.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[imAnik's solution](#)

**540.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[imAnik's solution](#)

**541.**

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings  
[imAnik's solution](#)

**542.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: greedy, sortings  
[imAnik's solution](#)

**543.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2016-02-03 · GNU C++ (first AC) · Tags: greedy, math  
[imAnik's solution](#)

**544.**

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers  
[imAnik's solution](#)

**545.**

265C

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

Rating: 1200 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)

**546.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[imAnik's solution](#)

**547.**

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2016-01-25 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**548.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-01-20 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**549.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**550.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-11 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**551.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**552.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**553.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**554.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2015-12-06 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**555.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-30 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**556.**

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**557.**

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

**558.**

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: \*special, constructive algorithms

[imAnik's solution](#)

**559.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[imAnik's solution](#)

**560.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**561.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[imAnik's solution](#)

**562.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**563.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[imAnik's solution](#)

**564.**

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[imAnik's solution](#)

**565.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[imAnik's solution](#)

**566.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**567.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**568.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**569.**

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**570.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,739 global accepts · Rating: 1200 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[imAnik's solution](#)

**571.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**572.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**573.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[imAnik's solution](#)

**574.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**575.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**576.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2015-10-09 · GNU C++ (first AC) · Tags: binary search, implementation

[imAnik's solution](#)

**577.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-07 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**578.**

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[imAnik's solution](#)

**579.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[imAnik's solution](#)

**580.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**581.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**582.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2015-08-03 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**583.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[imAnik's solution](#)

**584.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[imAnik's solution](#)

**585.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**586.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**587.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[imAnik's solution](#)

**588.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[imAnik's solution](#)

**589.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[imAnik's solution](#)

**590.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[imAnik's solution](#)

**591.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**592.**

1064C

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

Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**593.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[imAnik's solution](#)

**594.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**595.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**596.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[imAnik's solution](#)

**597.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[imAnik's solution](#)

**598.**

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[imAnik's solution](#)

**599.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**600.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[imAnik's solution](#)

**601.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**602.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**603.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2016-03-12 · last AC: 2018-03-13 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[imAnik's solution](#)

**604.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[imAnik's solution](#)

**605.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[imAnik's solution](#)

**606.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force

[imAnik's solution](#)

**607.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**608.**

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**609.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**610.**

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: greedy, two pointers

[imAnik's solution](#)

**611.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[imAnik's solution](#)

**612.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[imAnik's solution](#)

**613.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[imAnik's solution](#)

**614.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[imAnik's solution](#)

**615.**

890C

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees  
[imAnik's solution](#)

**616.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**617.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[imAnik's solution](#)

**618.**

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[imAnik's solution](#)

**619.**

872C

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory  
[imAnik's solution](#)

**620.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,651 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[imAnik's solution](#)

**621.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[imAnik's solution](#)

**622.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math  
[imAnik's solution](#)

**623.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**624.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, dp, strings

[imAnik's solution](#)

**625.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**626.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**627.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

**628.**

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-03-01 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[imAnik's solution](#)

**629.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[imAnik's solution](#)

**630.**

750B

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

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

[imAnik's solution](#)

**631.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**632.**

740A

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

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

[imAnik's solution](#)

**633.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[imAnik's solution](#)

**634.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs

[imAnik's solution](#)

**635.**

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**636.**

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**637.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**638.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: dp, greedy, strings

[imAnik's solution](#)

**639.**

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[imAnik's solution](#)

**640.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[imAnik's solution](#)

**641.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, strings

[imAnik's solution](#)

**642.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**643.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[imAnik's solution](#)

**644.**

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**645.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy,

implementation, math

[imAnik's solution](#)

**646.**

4C

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

Quality: 108,152 global accepts · Rating: 1300 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[imAnik's solution](#)

**647.**

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: greedy, strings

[imAnik's solution](#)

**648.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: dp

[imAnik's solution](#)

**649.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[imAnik's solution](#)

**650.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**651.**

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: combinatorics, math

[imAnik's solution](#)

**652.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[imAnik's solution](#)

**653.**

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2016-02-06 · GNU C++ (first AC) · Tags: games, greedy

[imAnik's solution](#)

**654.**

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2016-02-06 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**655.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[imAnik's solution](#)

**656.**

621B

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

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

**657.**

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation, sortings  
[imAnik's solution](#)

**658.**

221C

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

Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: sortings  
[imAnik's solution](#)

**659.**

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**660.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: combinatorics  
[imAnik's solution](#)

**661.**

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: brute force, greedy  
[imAnik's solution](#)

**662.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings  
[imAnik's solution](#)

**663.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation, number theory  
[imAnik's solution](#)

**664.**

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**665.**

462B

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

Quality: 15,566 global accepts · Rating: 1300 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: greedy  
[imAnik's solution](#)

**666.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2015-12-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation  
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**667.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: greedy, math

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**668.**

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**669.**

558B

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

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: implementation

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**670.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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**671.**

508B

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

Quality: 23,988 global accepts · Rating: 1300 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: greedy, math, strings

[imAnik's solution](#)

**672.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2015-11-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

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**673.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

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**674.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation, sortings

[imAnik's solution](#)

**675.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**676.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2015-10-19 · GNU C++ (first AC) · Tags: brute force, dp

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**677.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[imAnik's solution](#)

**678.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

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**679.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[imAnik's solution](#)

**680.**

450B

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

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: implementation, math

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**681.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,491 global accepts · Rating: 1300 · first AC: 2015-10-07 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

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**682.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: brute force

[imAnik's solution](#)

**683.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: implementation, math, number theory

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**684.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[imAnik's solution](#)

**685.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**686.**

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[imAnik's solution](#)

**687.**

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[imAnik's solution](#)

**688.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,240 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[imAnik's solution](#)

**689.**

675B

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Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · last AC: 2019-07-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[imAnik's solution](#)

**690.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**691.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[imAnik's solution](#)

**692.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**693.**

1167B

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Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

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**694.**

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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**695.**

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

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**696.**

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: math

[imAnik's solution](#)

**697.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**698.**

1046C

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Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**699.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**700.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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**701.**

994B

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Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**702.**

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[imAnik's solution](#)

**703.**

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**704.**

958D1

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Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math

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**705.**

958A1

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Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**706.**

699C

[Vacations](#) · [Tutorial](#)

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[imAnik's solution](#)

**707.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

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**708.**

955B

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**709.**

954B

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Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

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**710.**

937B

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Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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**711.**

940B

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Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dp, greedy

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**712.**

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

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**713.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

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**714.**

898C

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Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**715.**

911C

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Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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**716.**

888C

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Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

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**717.**

867B

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[imAnik's solution](#)

**718.**

538B

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Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-11-23 · last AC: 2017-09-12 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[imAnik's solution](#)

**719.**

538A

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Quality: 7,381 global accepts · Rating: 1400 · first AC: 2016-01-30 · last AC: 2017-09-12 · GNU C++ (first AC) · Tags: brute force, implementation

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**720.**

851B

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Quality: 5,891 global accepts · Rating: 1400 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: geometry, math

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**721.**

844C

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**722.**

805D

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**723.**

445B

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Quality: 14,762 global accepts · Rating: 1400 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

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**724.**

277A

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Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: dfs and similar, dsu

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**725.**

475B

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Quality: 9,248 global accepts · Rating: 1400 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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**726.**

437C

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Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

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**727.**

762B

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**728.**

762A

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Quality: 25,798 global accepts · Rating: 1400 · first AC: 2017-01-27 · GNU C++ (first AC) · Tags: math, number theory

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**729.**

719B

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**730.**

120F

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**731.**

714C

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Rating: 1400 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: data structures, implementation

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**732.**

699B

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Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

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**733.**

689A

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Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

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**734.**

670D1

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Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

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**735.**

665B

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Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: brute force

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**736.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

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**737.**

652A

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**738.**

651C

[Watchmen](#) · [Tutorial](#)

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

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**739.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: data structures, geometry, math

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**740.**

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**741.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: combinatorics, math

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**742.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: greedy, sortings

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**743.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2016-02-06 · GNU C++ (first AC) · Tags: data structures, expression parsing, math  
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**744.**

389C

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

Rating: 1400 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: binary search, dp, greedy  
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**745.**

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: greedy, sortings  
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**746.**

581C

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

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2016-02-03 · GNU C++ (first AC) · Tags: implementation, math, sortings  
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**747.**

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation, strings  
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**748.**

550B

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Quality: 27,450 global accepts · Rating: 1400 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: bitmasks, brute force  
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**749.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings  
[imAnik's solution](#)

**750.**

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2016-01-25 · GNU C++ (first AC) · Tags: brute force  
[imAnik's solution](#)

**751.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2016-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[imAnik's solution](#)

**752.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-20 · GNU C++ (first AC) · Tags: implementation, math  
[imAnik's solution](#)

**753.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: greedy  
[imAnik's solution](#)

**754.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: binary search, greedy  
[imAnik's solution](#)

**755.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: dp, implementation, two pointers  
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**756.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games  
[imAnik's solution](#)

**757.**

514B

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

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[imAnik's solution](#)

**758.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: geometry, math  
[imAnik's solution](#)

**759.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[imAnik's solution](#)

**760.**

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: dp, greedy, implementation  
[imAnik's solution](#)

**761.**

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: greedy, math, sortings  
[imAnik's solution](#)

**762.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[imAnik's solution](#)

**763.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[imAnik's solution](#)

**764.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[imAnik's solution](#)

**765.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[imAnik's solution](#)

**766.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[imAnik's solution](#)

**767.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[imAnik's solution](#)

**768.**

553A

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

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[imAnik's solution](#)

**769.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**770.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[imAnik's solution](#)

**771.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

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**772.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**773.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[imAnik's solution](#)

**774.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[imAnik's solution](#)

**775.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[imAnik's solution](#)

**776.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-24 · last AC: 2018-10-24 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**777.**

1072B

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

Rating: 1500 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp

[imAnik's solution](#)

**778.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**779.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[imAnik's solution](#)

**780.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[imAnik's solution](#)

**781.**

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imAnik's solution](#)

**782.**

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[imAnik's solution](#)

**783.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[imAnik's solution](#)

**784.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dp, number theory

[imAnik's solution](#)

**785.**

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu

[imAnik's solution](#)

**786.**

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · D (first AC) · Tags: —

[imAnik's solution](#)

**787.**

611C

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

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: dp, implementation

[imAnik's solution](#)

**788.**

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[imAnik's solution](#)

**789.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[imAnik's solution](#)

**790.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[imAnik's solution](#)

**791.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[imAnik's solution](#)

**792.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[imAnik's solution](#)

**793.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**794.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[imAnik's solution](#)

**795.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-18 · last AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**796.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**797.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[imAnik's solution](#)

**798.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**799.**

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[imAnik's solution](#)

**800.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

**801.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[imAnik's solution](#)

**802.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[imAnik's solution](#)

**803.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**804.**

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**805.**

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**806.**

859C

[Pie Rules](#) · [Tutorial](#)

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

[imAnik's solution](#)

**807.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: brute force, sortings

[imAnik's solution](#)

**808.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**809.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**810.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[imAnik's solution](#)

**811.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[imAnik's solution](#)

**812.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[imAnik's solution](#)

**813.**

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[imAnik's solution](#)

**814.**

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-03-04 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, hashing

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**815.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[imAnik's solution](#)

**816.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,208 global accepts · Rating: 1500 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: dfs and similar

[imAnik's solution](#)

**817.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2017-03-02 · last AC: 2017-03-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

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**818.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · GNU C++ (first AC) · Tags: binary search, greedy  
[imAnik's solution](#)

**819.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers  
[imAnik's solution](#)

**820.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory  
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**821.**

742B

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

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: brute force, math, number theory  
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**822.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: greedy, strings  
[imAnik's solution](#)

**823.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2016-09-15 · GNU C++ (first AC) · Tags: brute force, dp  
[imAnik's solution](#)

**824.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,870 global accepts · Rating: 1500 · first AC: 2016-08-28 · GNU C++ (first AC) · Tags: dp, greedy  
[imAnik's solution](#)

**825.**

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory  
[imAnik's solution](#)

**826.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[imAnik's solution](#)

**827.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[imAnik's solution](#)

**828.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: brute force, data structures, implementation  
[imAnik's solution](#)

**829.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**830.**

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**831.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, implementation

[imAnik's solution](#)

**832.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: geometry, implementation, math

[imAnik's solution](#)

**833.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[imAnik's solution](#)

**834.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: combinatorics, strings

[imAnik's solution](#)

**835.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: hashing, implementation

[imAnik's solution](#)

**836.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[imAnik's solution](#)

**837.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 1500 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**838.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[imAnik's solution](#)

**839.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2016-02-03 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**840.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**841.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-20 · GNU C++ (first AC) · Tags: brute force, implementation

[imAnik's solution](#)

**842.**

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: dp

[imAnik's solution](#)

**843.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: dp

[imAnik's solution](#)

**844.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[imAnik's solution](#)

**845.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[imAnik's solution](#)

**846.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[imAnik's solution](#)

**847.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: brute force, dp, math

[imAnik's solution](#)

**848.**

576A

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

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**849.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[imAnik's solution](#)

**850.**

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**851.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-11 · GNU C++ (first AC) · Tags: combinatorics

[imAnik's solution](#)

**852.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**853.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[imAnik's solution](#)

**854.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[imAnik's solution](#)

**855.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[imAnik's solution](#)

**856.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[imAnik's solution](#)

**857.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[imAnik's solution](#)

**858.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[imAnik's solution](#)

**859.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[imAnik's solution](#)

**860.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[imAnik's solution](#)

**861.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[imAnik's solution](#)

**862.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[imAnik's solution](#)

**863.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[imAnik's solution](#)

**864.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[imAnik's solution](#)

**865.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy, math

[imAnik's solution](#)

**866.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**867.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing

[imAnik's solution](#)

**868.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[imAnik's solution](#)

**869.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[imAnik's solution](#)

**870.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: dfs and similar

[imAnik's solution](#)

**871.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[imAnik's solution](#)

**872.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**873.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[imAnik's solution](#)

**874.**

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**875.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math

[imAnik's solution](#)

**876.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math, number theory

[imAnik's solution](#)

**877.**

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: brute force

[imAnik's solution](#)

**878.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**879.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[imAnik's solution](#)

**880.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[imAnik's solution](#)

**881.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[imAnik's solution](#)

**882.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[imAnik's solution](#)

**883.**

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[imAnik's solution](#)

**884.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**885.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation

[imAnik's solution](#)

**886.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: geometry

[imAnik's solution](#)

**887.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[imAnik's solution](#)

**888.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[imAnik's solution](#)

**889.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[imAnik's solution](#)

**890.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force, number theory

[imAnik's solution](#)

**891.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**892.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[imAnik's solution](#)

**893.**

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[imAnik's solution](#)

**894.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[imAnik's solution](#)

**895.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[imAnik's solution](#)

**896.**

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, strings  
[imAnik's solution](#)

**897.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy  
[imAnik's solution](#)

**898.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures  
[imAnik's solution](#)

**899.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers  
[imAnik's solution](#)

**900.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[imAnik's solution](#)

**901.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[imAnik's solution](#)

**902.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[imAnik's solution](#)

**903.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[imAnik's solution](#)

**904.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[imAnik's solution](#)

**905.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[imAnik's solution](#)

**906.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[imAnik's solution](#)

**907.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-03-12 · last AC: 2017-03-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[imAnik's solution](#)

**908.**

782C

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[imAnik's solution](#)

**909.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: binary search, ternary search

[imAnik's solution](#)

**910.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: dfs and similar

[imAnik's solution](#)

**911.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: graphs, shortest paths

[imAnik's solution](#)

**912.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2017-03-02 · last AC: 2017-03-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[imAnik's solution](#)

**913.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[imAnik's solution](#)

**914.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-25 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[imAnik's solution](#)

**915.**

764C

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

Rating: 1600 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[imAnik's solution](#)

**916.**

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[imAnik's solution](#)

**917.**

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[imAnik's solution](#)

**918.**

750C

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

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

[imAnik's solution](#)

**919.**

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: binary search, dp, greedy, two pointers

[imAnik's solution](#)

**920.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: data structures, hashing

[imAnik's solution](#)

**921.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**922.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2016-10-14 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[imAnik's solution](#)

**923.**

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**924.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: \*special, greedy

[imAnik's solution](#)

**925.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: greedy

[imAnik's solution](#)

**926.**

716C

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

Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[imAnik's solution](#)

**927.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2016-09-15 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math

[imAnik's solution](#)

**928.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: greedy, math

[imAnik's solution](#)

**929.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2016-09-06 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[imAnik's solution](#)

**930.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[imAnik's solution](#)

**931.**

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[imAnik's solution](#)

**932.**

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: implementation, math, number theory

[imAnik's solution](#)

**933.**

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**934.**

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[imAnik's solution](#)

**935.**

674B

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

Rating: 1600 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[imAnik's solution](#)

**936.**

673D

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[imAnik's solution](#)

**937.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: binary search, dp, two pointers  
[imAnik's solution](#)

**938.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: math  
[imAnik's solution](#)

**939.**

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: binary search, two pointers  
[imAnik's solution](#)

**940.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: binary search, two pointers  
[imAnik's solution](#)

**941.**

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: geometry  
[imAnik's solution](#)

**942.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: brute force, geometry, math  
[imAnik's solution](#)

**943.**

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-03-11 · GNU C++ (first AC) · Tags: combinatorics, math  
[imAnik's solution](#)

**944.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: geometry, sortings  
[imAnik's solution](#)

**945.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation  
[imAnik's solution](#)

**946.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: implementation  
[imAnik's solution](#)

**947.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2016-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, strings  
[imAnik's solution](#)

**948.**

606C

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

Rating: 1600 · first AC: 2015-12-11 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**949.**

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**950.**

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, math

[imAnik's solution](#)

**951.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: binary search, number theory

[imAnik's solution](#)

**952.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-04 · GNU C++ (first AC) · Tags: dp, greedy, math

[imAnik's solution](#)

**953.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**954.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**955.**

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[imAnik's solution](#)

**956.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[imAnik's solution](#)

**957.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[imAnik's solution](#)

**958.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[imAnik's solution](#)

**959.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[imAnik's solution](#)

**960.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[imAnik's solution](#)

**961.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[imAnik's solution](#)

**962.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[imAnik's solution](#)

**963.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[imAnik's solution](#)

**964.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2016-07-05 · last AC: 2019-06-09 · GNU C++ (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**965.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[imAnik's solution](#)

**966.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[imAnik's solution](#)

**967.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[imAnik's solution](#)

**968.**

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: two pointers

[imAnik's solution](#)

**969.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[imAnik's solution](#)

**970.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[imAnik's solution](#)

**971.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[imAnik's solution](#)

**972.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[imAnik's solution](#)

**973.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[imAnik's solution](#)

**974.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[imAnik's solution](#)

**975.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: geometry, math

[imAnik's solution](#)

**976.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[imAnik's solution](#)

**977.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[imAnik's solution](#)

**978.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[imAnik's solution](#)

**979.**

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**980.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: greedy, math

[imAnik's solution](#)

**981.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[imAnik's solution](#)

**982.**

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[imAnik's solution](#)

**983.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: games, greedy

[imAnik's solution](#)

**984.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[imAnik's solution](#)

**985.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: dp, math

[imAnik's solution](#)

**986.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[imAnik's solution](#)

**987.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[imAnik's solution](#)

**988.**

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: data structures, trees

[imAnik's solution](#)

**989.**

953I

[A Vital Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · GNU C (first AC) · Tags: —

[imAnik's solution](#)

**990.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[imAnik's solution](#)

**991.**

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**992.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**993.**

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: math

[imAnik's solution](#)

**994.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[imAnik's solution](#)

**995.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[imAnik's solution](#)

**996.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dp, greedy

[imAnik's solution](#)

**997.**

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[imAnik's solution](#)

**998.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[imAnik's solution](#)

**999.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: dp, graphs

[imAnik's solution](#)

**1000.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 1700 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[imAnik's solution](#)

**1001.**

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[imAnik's solution](#)

### 1002.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math  
[imAnik's solution](#)

### 1003.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers  
[imAnik's solution](#)

### 1004.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[imAnik's solution](#)

### 1005.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: brute force, geometry, math  
[imAnik's solution](#)

### 1006.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[imAnik's solution](#)

### 1007.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers  
[imAnik's solution](#)

### 1008.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-07 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[imAnik's solution](#)

### 1009.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2017-03-07 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[imAnik's solution](#)

### 1010.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: binary search, greedy, strings  
[imAnik's solution](#)

### 1011.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, math  
[imAnik's solution](#)

**1012.**

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**1013.**

760C

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

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

[imAnik's solution](#)

**1014.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, implementation, math

[imAnik's solution](#)

**1015.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[imAnik's solution](#)

**1016.**

738D

[Sea Battle](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1017.**

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[imAnik's solution](#)

**1018.**

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: dp, implementation, math

[imAnik's solution](#)

**1019.**

719C

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

Rating: 1700 · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: dp, implementation, math

[imAnik's solution](#)

**1020.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[imAnik's solution](#)

**1021.**

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: math, number theory

[imAnik's solution](#)

**1022.**

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2016-04-08 · Mysterious Language (first AC) · Tags: \*special

[imAnik's solution](#)

**1023.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: dp

[imAnik's solution](#)

**1024.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: combinatorics, math

[imAnik's solution](#)

**1025.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2016-02-06 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[imAnik's solution](#)

**1026.**

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities

[imAnik's solution](#)

**1027.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: binary search, math

[imAnik's solution](#)

**1028.**

579C

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

Rating: 1700 · first AC: 2016-01-30 · GNU C++ (first AC) · Tags: binary search, math

[imAnik's solution](#)

**1029.**

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-10-11 · GNU C++ (first AC) · Tags: geometry, math

[imAnik's solution](#)

**1030.**

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: implementation, math

[imAnik's solution](#)

**1031.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · last AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**1032.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[imAnik's solution](#)

**1033.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

### 1034.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

### 1035.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[imAnik's solution](#)

### 1036.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[imAnik's solution](#)

### 1037.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[imAnik's solution](#)

### 1038.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

### 1039.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imAnik's solution](#)

### 1040.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

### 1041.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

### 1042.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[imAnik's solution](#)

### 1043.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[imAnik's solution](#)

### 1044.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**1045.**

1064D

[Labyrinth](#) · [Tutorial](#)

Quality: 1800 · first AC: 2018-10-14 · last AC: 2018-10-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[imAnik's solution](#)

**1046.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[imAnik's solution](#)

**1047.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[imAnik's solution](#)

**1048.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[imAnik's solution](#)

**1049.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: sortings

[imAnik's solution](#)

**1050.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: data structures, greedy

[imAnik's solution](#)

**1051.**

984D

[XOR-pyramid](#) · [Tutorial](#)

Quality: 1800 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp

[imAnik's solution](#)

**1052.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**1053.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[imAnik's solution](#)

**1054.**

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[imAnik's solution](#)

**1055.**

459D

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

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[imAnik's solution](#)

**1056.**

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[imAnik's solution](#)

**1057.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[imAnik's solution](#)

**1058.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[imAnik's solution](#)

**1059.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[imAnik's solution](#)

**1060.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**1061.**

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[imAnik's solution](#)

**1062.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · last AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[imAnik's solution](#)

**1063.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: dp

[imAnik's solution](#)

**1064.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**1065.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[imAnik's solution](#)

**1066.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-10 · last AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide

and conquer, meet-in-the-middle

[imAnik's solution](#)

**1067.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[imAnik's solution](#)

**1068.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · last AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**1069.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**1070.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[imAnik's solution](#)

**1071.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, dp

[imAnik's solution](#)

**1072.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[imAnik's solution](#)

**1073.**

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[imAnik's solution](#)

**1074.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[imAnik's solution](#)

**1075.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[imAnik's solution](#)

**1076.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[imAnik's solution](#)

**1077.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1078.**

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-25 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings

[imAnik's solution](#)

**1079.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[imAnik's solution](#)

**1080.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2016-10-14 · last AC: 2016-10-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[imAnik's solution](#)

**1081.**

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[imAnik's solution](#)

**1082.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[imAnik's solution](#)

**1083.**

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**1084.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[imAnik's solution](#)

**1085.**

688D

[Remainders Game](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1086.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: combinatorics, sortings, two pointers

[imAnik's solution](#)

**1087.**

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-27 · GNU C++ (first AC) · Tags: geometry, math

[imAnik's solution](#)

**1088.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: brute force, games, implementation

[imAnik's solution](#)

**1089.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[imAnik's solution](#)

**1090.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[imAnik's solution](#)

**1091.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[imAnik's solution](#)

**1092.**

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[imAnik's solution](#)

**1093.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[imAnik's solution](#)

**1094.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[imAnik's solution](#)

**1095.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[imAnik's solution](#)

**1096.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[imAnik's solution](#)

**1097.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2019-07-03 · last AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, matrices

[imAnik's solution](#)

**1098.**

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[imAnik's solution](#)

**1099.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**1100.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 1900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[imAnik's solution](#)

**1101.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[imAnik's solution](#)

**1102.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[imAnik's solution](#)

**1103.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[imAnik's solution](#)

**1104.**

717E

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

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[imAnik's solution](#)

**1105.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[imAnik's solution](#)

**1106.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[imAnik's solution](#)

**1107.**

1079D

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

Rating: 1900 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: geometry, implementation

[imAnik's solution](#)

**1108.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[imAnik's solution](#)

**1109.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[imAnik's solution](#)

**1110.**

1064E

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

Rating: 1900 · first AC: 2018-10-14 · last AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[imAnik's solution](#)

**1111.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[imAnik's solution](#)

**1112.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-25 · last AC: 2018-08-25 · GNU C++11 (first AC) · Tags: implementation, math

[imAnik's solution](#)

**1113.**

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**1114.**

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks

[imAnik's solution](#)

**1115.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · last AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[imAnik's solution](#)

**1116.**

965D

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

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

[imAnik's solution](#)

**1117.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: data structures

[imAnik's solution](#)

**1118.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[imAnik's solution](#)

**1119.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math  
[imAnik's solution](#)

**1120.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: \*special, dp, sortings  
[imAnik's solution](#)

**1121.**

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities  
[imAnik's solution](#)

**1122.**

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1123.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities  
[imAnik's solution](#)

**1124.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: data structures, number theory  
[imAnik's solution](#)

**1125.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: math, probabilities  
[imAnik's solution](#)

**1126.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-12-31 · last AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[imAnik's solution](#)

**1127.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[imAnik's solution](#)

**1128.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation  
[imAnik's solution](#)

**1129.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[imAnik's solution](#)

**1130.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[imAnik's solution](#)

**1131.**

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**1132.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[imAnik's solution](#)

**1133.**

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[imAnik's solution](#)

**1134.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[imAnik's solution](#)

**1135.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · last AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[imAnik's solution](#)

**1136.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[imAnik's solution](#)

**1137.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, trees

[imAnik's solution](#)

**1138.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: bitmasks, trees

[imAnik's solution](#)

**1139.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2017-03-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[imAnik's solution](#)

**1140.**

782D

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

Rating: 1900 · first AC: 2017-03-06 · last AC: 2017-03-06 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths, strings  
[imAnik's solution](#)

**1141.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math  
[imAnik's solution](#)

**1142.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings  
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**1143.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-10-30 · GNU C++ (first AC) · Tags: binary search, geometry, ternary search  
[imAnik's solution](#)

**1144.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: dp  
[imAnik's solution](#)

**1145.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2016-09-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[imAnik's solution](#)

**1146.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2016-09-15 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers  
[imAnik's solution](#)

**1147.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers  
[imAnik's solution](#)

**1148.**

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: data structures  
[imAnik's solution](#)

**1149.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: \*special  
[imAnik's solution](#)

**1150.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: math

[imAnik's solution](#)

**1151.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[imAnik's solution](#)

**1152.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[imAnik's solution](#)

**1153.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2019-10-22 · last AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**1154.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[imAnik's solution](#)

**1155.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[imAnik's solution](#)

**1156.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[imAnik's solution](#)

**1157.**

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[imAnik's solution](#)

**1158.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[imAnik's solution](#)

**1159.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[imAnik's solution](#)

**1160.**

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[imAnik's solution](#)

**1161.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[imAnik's solution](#)

**1162.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[imAnik's solution](#)

**1163.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy  
[imAnik's solution](#)

**1164.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: games  
[imAnik's solution](#)

**1165.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers  
[imAnik's solution](#)

**1166.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[imAnik's solution](#)

**1167.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2015-11-29 · last AC: 2018-08-22 · GNU C++ (first AC) · Tags: geometry  
[imAnik's solution](#)

**1168.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities  
[imAnik's solution](#)

**1169.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[imAnik's solution](#)

**1170.**

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2018-06-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings  
[imAnik's solution](#)

**1171.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-22 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[imAnik's solution](#)

**1172.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2018-06-06 · last AC: 2018-06-06 · GNU C++11 (first AC) · Tags: data structures, implementation, strings

[imAnik's solution](#)

**1173.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: hashing, strings

[imAnik's solution](#)

**1174.**

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**1175.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: geometry

[imAnik's solution](#)

**1176.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[imAnik's solution](#)

**1177.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: data structures, schedules

[imAnik's solution](#)

**1178.**

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[imAnik's solution](#)

**1179.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[imAnik's solution](#)

**1180.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[imAnik's solution](#)

**1181.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[imAnik's solution](#)

**1182.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · last AC: 2018-02-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[imAnik's solution](#)

**1183.**

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, trees

[imAnik's solution](#)

**1184.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, hashing, strings

[imAnik's solution](#)

**1185.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[imAnik's solution](#)

**1186.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[imAnik's solution](#)

**1187.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[imAnik's solution](#)

**1188.**

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[imAnik's solution](#)

**1189.**

890D

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, strings

[imAnik's solution](#)

**1190.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[imAnik's solution](#)

**1191.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[imAnik's solution](#)

**1192.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[imAnik's solution](#)

**1193.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[imAnik's solution](#)

**1194.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[imAnik's solution](#)

**1195.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: binary search, data structures

[imAnik's solution](#)

**1196.**

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2017-08-27 · GNU C++ (first AC) · Tags: data structures, dp

[imAnik's solution](#)

**1197.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[imAnik's solution](#)

**1198.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2017-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[imAnik's solution](#)

**1199.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · last AC: 2017-03-27 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[imAnik's solution](#)

**1200.**

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-12 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[imAnik's solution](#)

**1201.**

514C

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

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2017-02-10 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[imAnik's solution](#)

**1202.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: data structures

[imAnik's solution](#)

**1203.**

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2016-09-18 · Java 8 (first AC) · Tags: brute force, dp, greedy

[imAnik's solution](#)

**1204.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2016-09-15 · GNU C++ (first AC) · Tags: dp, math

[imAnik's solution](#)

**1205.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[imAnik's solution](#)

**1206.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[imAnik's solution](#)

**1207.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-10-04 · last AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[imAnik's solution](#)

**1208.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[imAnik's solution](#)

**1209.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[imAnik's solution](#)

**1210.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[imAnik's solution](#)

**1211.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[imAnik's solution](#)

**1212.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[imAnik's solution](#)

**1213.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[imAnik's solution](#)

**1214.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, sortings, trees

[imAnik's solution](#)

**1215.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[imAnik's solution](#)

**1216.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[imAnik's solution](#)

**1217.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[imAnik's solution](#)

**1218.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[imAnik's solution](#)

**1219.**

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2019-03-31 · last AC: 2019-03-31 · GNU C++11 (first AC) · Tags: geometry, ternary search

[imAnik's solution](#)

**1220.**

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: geometry, math

[imAnik's solution](#)

**1221.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[imAnik's solution](#)

**1222.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[imAnik's solution](#)

**1223.**

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2017-09-08 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: dp, geometry

[imAnik's solution](#)

**1224.**

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[imAnik's solution](#)

**1225.**

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[imAnik's solution](#)

**1226.**

900E

[Maximum Questions](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[imAnik's solution](#)

**1227.**

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[imAnik's solution](#)

**1228.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-28 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[imAnik's solution](#)

**1229.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[imAnik's solution](#)

**1230.**

320E

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

Rating: 2100 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: dp

[imAnik's solution](#)

**1231.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[imAnik's solution](#)

**1232.**

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[imAnik's solution](#)

**1233.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[imAnik's solution](#)

**1234.**

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[imAnik's solution](#)

**1235.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[imAnik's solution](#)

**1236.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[imAnik's solution](#)

**1237.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[imAnik's solution](#)

**1238.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[imAnik's solution](#)

**1239.**

851D

[Arpa and a list of numbers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: implementation

[imAnik's solution](#)

**1240.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[imAnik's solution](#)

**1241.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[imAnik's solution](#)

**1242.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[imAnik's solution](#)

**1243.**

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[imAnik's solution](#)

**1244.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2017-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[imAnik's solution](#)

**1245.**

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: constructive algorithms

[imAnik's solution](#)

**1246.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[imAnik's solution](#)

**1247.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[imAnik's solution](#)

**1248.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[imAnik's solution](#)

**1249.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[imAnik's solution](#)

**1250.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[imAnik's solution](#)

**1251.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[imAnik's solution](#)

**1252.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2019-06-10 · last AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[imAnik's solution](#)

**1253.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[imAnik's solution](#)

**1254.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[imAnik's solution](#)

**1255.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · last AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[imAnik's solution](#)

**1256.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[imAnik's solution](#)

**1257.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[imAnik's solution](#)

**1258.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[imAnik's solution](#)

**1259.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · last AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[imAnik's solution](#)

**1260.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[imAnik's solution](#)

**1261.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[imAnik's solution](#)

**1262.**

1046A

[AI robots](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[imAnik's solution](#)

**1263.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: binary search, two pointers

[imAnik's solution](#)

**1264.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[imAnik's solution](#)

**1265.**

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2018-06-22 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures

[imAnik's solution](#)

**1266.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2017-12-30 · last AC: 2018-06-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[imAnik's solution](#)

**1267.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[imAnik's solution](#)

**1268.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · last AC: 2018-05-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[imAnik's solution](#)

**1269.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[imAnik's solution](#)

**1270.**

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[imAnik's solution](#)

**1271.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2018-03-21 · GNU C++ (first AC) · Tags: binary search, data structures

[imAnik's solution](#)

**1272.**

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[imAnik's solution](#)

**1273.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[imAnik's solution](#)

**1274.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[imAnik's solution](#)

**1275.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[imAnik's solution](#)

**1276.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs,

implementation

[imAnik's solution](#)

**1277.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[imAnik's solution](#)

**1278.**

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[imAnik's solution](#)

**1279.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[imAnik's solution](#)

**1280.**

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures

[imAnik's solution](#)

**1281.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[imAnik's solution](#)

**1282.**

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

[imAnik's solution](#)

**1283.**

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-04 · last AC: 2017-09-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[imAnik's solution](#)

**1284.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2017-08-27 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[imAnik's solution](#)

**1285.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[imAnik's solution](#)

**1286.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2017-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[imAnik's solution](#)

**1287.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-25 · GNU C++ (first AC) · Tags: dp, math, probabilities

[imAnik's solution](#)

**1288.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-03 · last AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[imAnik's solution](#)

**1289.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[imAnik's solution](#)

**1290.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2019-09-30 · last AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[imAnik's solution](#)

**1291.**

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[imAnik's solution](#)

**1292.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[imAnik's solution](#)

**1293.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[imAnik's solution](#)

**1294.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[imAnik's solution](#)

**1295.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · last AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**1296.**

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[imAnik's solution](#)

**1297.**

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[imAnik's solution](#)

**1298.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory  
[imAnik's solution](#)

**1299.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[imAnik's solution](#)

**1300.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2019-06-08 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[imAnik's solution](#)

**1301.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[imAnik's solution](#)

**1302.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities  
[imAnik's solution](#)

**1303.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math  
[imAnik's solution](#)

**1304.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, strings  
[imAnik's solution](#)

**1305.**

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: geometry  
[imAnik's solution](#)

**1306.**

1046B

[Hyperspace Highways](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[imAnik's solution](#)

**1307.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities  
[imAnik's solution](#)

**1308.**

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: data structures, implementation  
[imAnik's solution](#)

**1309.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-28 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: hashing, strings  
[imAnik's solution](#)

**1310.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2018-01-30 · last AC: 2018-01-30 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings  
[imAnik's solution](#)

**1311.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings  
[imAnik's solution](#)

**1312.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle  
[imAnik's solution](#)

**1313.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[imAnik's solution](#)

**1314.**

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[imAnik's solution](#)

**1315.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
[imAnik's solution](#)

**1316.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees  
[imAnik's solution](#)

**1317.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs  
[imAnik's solution](#)

**1318.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[imAnik's solution](#)

### 1319.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[imAnik's solution](#)

### 1320.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2018-07-10 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[imAnik's solution](#)

### 1321.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[imAnik's solution](#)

### 1322.

1075F

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

Rating: 2400 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: data structures, dsu

[imAnik's solution](#)

### 1323.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[imAnik's solution](#)

### 1324.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[imAnik's solution](#)

### 1325.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[imAnik's solution](#)

### 1326.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[imAnik's solution](#)

### 1327.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[imAnik's solution](#)

### 1328.

601D

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

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[imAnik's solution](#)

**1329.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[imAnik's solution](#)

**1330.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[imAnik's solution](#)

**1331.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[imAnik's solution](#)

**1332.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[imAnik's solution](#)

**1333.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[imAnik's solution](#)

**1334.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[imAnik's solution](#)

**1335.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[imAnik's solution](#)

**1336.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**1337.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[imAnik's solution](#)

**1338.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[imAnik's solution](#)

**1339.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[imAnik's solution](#)

**1340.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[imAnik's solution](#)

**1341.**

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · last AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[imAnik's solution](#)

**1342.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[imAnik's solution](#)

**1343.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · last AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[imAnik's solution](#)

**1344.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[imAnik's solution](#)

**1345.**

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[imAnik's solution](#)

**1346.**

660F

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

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-03-30 · last AC: 2018-03-31 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[imAnik's solution](#)

**1347.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: dp

[imAnik's solution](#)

**1348.**

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, interactive

[imAnik's solution](#)

**1349.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: data structures

[imAnik's solution](#)

**1350.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-10-25 · last AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows  
[imAnik's solution](#)

**1351.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-10-03 · last AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math  
[imAnik's solution](#)

**1352.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[imAnik's solution](#)

**1353.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: math  
[imAnik's solution](#)

**1354.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: brute force, strings  
[imAnik's solution](#)

**1355.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2018-03-27 · GNU C++11 (first AC) · Tags: dp, trees  
[imAnik's solution](#)

**1356.**

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[imAnik's solution](#)

**1357.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers  
[imAnik's solution](#)

**1358.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2017-08-27 · last AC: 2019-10-12 · GNU C++ (first AC) · Tags: combinatorics, dp  
[imAnik's solution](#)

**1359.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[imAnik's solution](#)

**1360.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees

[imAnik's solution](#)

**1361.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[imAnik's solution](#)

**1362.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[imAnik's solution](#)

**1363.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, probabilities

[imAnik's solution](#)

**1364.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[imAnik's solution](#)

**1365.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: dp

[imAnik's solution](#)

**1366.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2016-06-25 · GNU C++ (first AC) · Tags: data structures

[imAnik's solution](#)

**1367.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[imAnik's solution](#)

**1368.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[imAnik's solution](#)

**1369.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[imAnik's solution](#)

**1370.**

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[imAnik's solution](#)

**1371.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[imAnik's solution](#)

**1372.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2019-10-03 · last AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[imAnik's solution](#)

**1373.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-09-30 · last AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[imAnik's solution](#)

**1374.**

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · last AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1375.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1376.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1377.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1378.**

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1379.**

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1380.**

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1381.**

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1382.**

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1383.**

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1384.**

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · last AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1385.**

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1386.**

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1387.**

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1388.**

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1389.**

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1390.**

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1391.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1392.**

102155I

[\\$\leq\\$ or \\$\geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1393.**

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1394.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1395.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1396.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1397.**

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1398.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1399.**

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1400.**

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · Java 8 (first AC) · Tags: —  
[imAnik's solution](#)

**1401.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1402.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1403.**

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1404.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1405.**

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1406.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1407.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1408.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1409.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1410.**

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1411.**

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1412.**

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1413.**

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1414.**

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1415.**

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1416.**

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1417.**

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1418.**

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1419.**

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1420.**

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1421.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1422.**

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1423.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1424.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1425.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1426.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1427.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1428.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1429.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1430.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1431.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1432.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1433.**

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1434.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1435.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1436.**

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1437.**

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1438.**

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1439.**

100524A

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

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1440.**

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1441.**

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1442.**

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1443.**

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1444.**

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1445.**

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1446.**

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[imAnik's solution](#)

**1447.**

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1448.**

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1449.**

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[imAnik's solution](#)

**1450.**

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · last AC: 2018-09-19 · GNU C++11 (first AC) · Tags: \*special

[imAnik's solution](#)

**1451.**

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1452.**

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1453.**

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1454.**

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · Java 8 (first AC) · Tags: —

[imAnik's solution](#)

**1455.**

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1456.**

100199D

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

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1457.**

101561I

[Regular Convex Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1458.**

101561F

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

Rating: — · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1459.**

101561J

[Remoteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1460.**

101561G

[Non-negative Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1461.**

101561H

[Peer Review](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1462.**

101561D

[Distributing Ballot Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1463.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2018-03-21 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[imAnik's solution](#)

**1464.**

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1465.**

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1466.**

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1467.**

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1468.**

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1469.**

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1470.**

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1471.**

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1472.**

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1473.**

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1474.**

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1475.**

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1476.**

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1477.**

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1478.**

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1479.**

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1480.**

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1481.**

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1482.**

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1483.**

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1484.**

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1485.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[imAnik's solution](#)

**1486.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1487.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1488.**

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: —

[imAnik's solution](#)

**1489.**

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1490.**

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1491.**

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · Java 8 (first AC) · Tags: —

[imAnik's solution](#)

**1492.**

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · last AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1493.**

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[imAnik's solution](#)

**1494.**

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1495.**

101150J

[Snapper Chain](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1496.**

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

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

[imAnik's solution](#)

**1497.**

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1498.**

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1499.**

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1500.**

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1501.**

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1502.**

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1503.**

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1504.**

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1505.**

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)

**1506.**

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++ (first AC) · Tags: —

[imAnik's solution](#)