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Unique solved — izban

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

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Filters: none

Count: 1,737

- 1.**
2185A
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Quality: 43,093 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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- 2.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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- 3.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
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- 4.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
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- 5.**
2057A
[MEX Table](#) · [Tutorial](#)
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 6.**
2051A
[Preparing for the Olympiad](#) · [Tutorial](#)
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[izban's solution](#)
- 7.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
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[izban's solution](#)
- 8.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
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- 9.**
2034A
[King Keykhosrow's Mystery](#) · [Tutorial](#)
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10.

1957A

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11.

1919B

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12.

1919A

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13.

1782A

[Parallel Projection](#) · [Tutorial](#)

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14.

1779A

[Hall of Fame](#) · [Tutorial](#)

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15.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[izban's solution](#)

16.

1544A

[Binary Decimal](#) · [Tutorial](#)

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17.

1408A

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18.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,256 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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19.

1335A

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20.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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21.

1307A

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22.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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23.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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24.

1209A

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25.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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26.

1148A

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

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27.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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28.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

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29.

1043A

[Elections](#) · [Tutorial](#)

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30.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[izban's solution](#)

31.

855A

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

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32.

859A

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

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33.

755A

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34.

618A

[Slime Combining](#) · [Tutorial](#)

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35.

620A

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36.

513A

[Game](#) · [Tutorial](#)

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37.

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[izban's solution](#)

38.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2014-06-03 · Delphi (first AC) · Tags: implementation

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39.

427A

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Quality: 97,240 global accepts · Rating: 800 · first AC: 2014-05-02 · Java 7 (first AC) · Tags: implementation

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40.

426A

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41.

344A

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42.

339A

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Quality: 275,379 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

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43.

330A

[Cakeminator](#) · [Tutorial](#)

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44.

291A

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[izban's solution](#)

45.

262A

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

Quality: 22,450 global accepts · Rating: 800 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: implementation

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46.

265A

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

Quality: 42,676 global accepts · Rating: 800 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: implementation

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47.

248A

[Cupboards](#) · [Tutorial](#)

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48.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,051 global accepts · Rating: 800 · first AC: 2012-10-22 · GNU C++ (first AC) · Tags: brute force, implementation, strings

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49.

233A

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

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[izban's solution](#)

50.

231A

[Team](#) · [Tutorial](#)

Quality: 430,290 global accepts · Rating: 800 · first AC: 2012-10-08 · MS C++ (first AC) · Tags: brute force, greedy

[izban's solution](#)

51.

228A

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Quality: 139,820 global accepts · Rating: 800 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: implementation

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52.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[izban's solution](#)

53.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,426 global accepts · Rating: 800 · first AC: 2012-06-26 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

54.

181A

[Series of Crimes](#) · [Tutorial](#)

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55.

172A

[Phone Code](#) · [Tutorial](#)

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56.

158A

[Next Round](#) · [Tutorial](#)

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57.

155A

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

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[izban's solution](#)

58.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: brute force

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59.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,783 global accepts · Rating: 800 · first AC: 2012-02-18 · MS C++ (first AC) · Tags: implementation, math

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60.

146A

[Lucky Ticket](#) · [Tutorial](#)

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61.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,404 global accepts · Rating: 800 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[izban's solution](#)

62.

116A

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63.

141A

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64.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,539 global accepts · Rating: 800 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

65.

119A

[Epic Game](#) · [Tutorial](#)

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66.

112A

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

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67.

110A

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

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68.

2157B

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Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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69.

2048B

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70.

1779B

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71.

1427A

[Avoiding Zero](#) · [Tutorial](#)

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72.

1335B

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

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73.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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74.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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75.

981A

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Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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76.

914A

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Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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77.

913A

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78.

868A

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Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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79.

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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80.

768A

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81.

765A

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82.

549A

[Face Detection](#) · [Tutorial](#)

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83.

415A

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84.

337A

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Quality: 94,911 global accepts · Rating: 900 · first AC: 2013-08-23 · MS C++ (first AC) · Tags: greedy

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85.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,113 global accepts · Rating: 900 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: math

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86.

320A

[Magic Numbers](#) · [Tutorial](#)

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87.

313A

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Quality: 65,046 global accepts · Rating: 900 · first AC: 2013-06-10 · MS C++ (first AC) · Tags: implementation, number theory

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88.

246A

[Buggy Sorting](#) · [Tutorial](#)

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89.

208A

[Dubstep](#) · [Tutorial](#)

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90.

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-06-23 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

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91.

194A

[Exams](#) · [Tutorial](#)

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[izban's solution](#)

92.

168A

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

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93.

160A

[Twins](#) · [Tutorial](#)

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94.

149A

[Business trip](#) · [Tutorial](#)

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[izban's solution](#)

95.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,835 global accepts · Rating: 900 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: implementation

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96.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: implementation

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97.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: geometry

[izban's solution](#)

98.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2011-09-15 · Delphi (first AC) · Tags: dfs and similar, graphs, trees

[izban's solution](#)

99.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[izban's solution](#)

100.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[izban's solution](#)

101.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[izban's solution](#)

102.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[izban's solution](#)

103.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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104.

1326A

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Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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105.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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106.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[izban's solution](#)

107.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[izban's solution](#)

108.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[izban's solution](#)

109.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[izban's solution](#)

110.

859B

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

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

[izban's solution](#)

111.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[izban's solution](#)

112.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[izban's solution](#)

113.

641A

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

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

[izban's solution](#)

114.

644A

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

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

[izban's solution](#)

115.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[izban's solution](#)

116.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[izban's solution](#)

117.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[izban's solution](#)

118.

435A

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

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-06-03 · Delphi (first AC) · Tags: implementation

[izban's solution](#)

119.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,269 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[izban's solution](#)

120.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,533 global accepts · Rating: 1000 · first AC: 2013-10-05 · MS C++ (first AC) · Tags: brute force, implementation, math

[izban's solution](#)

121.

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[izban's solution](#)

122.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2013-08-08 · Java 7 (first AC) · Tags: implementation

[izban's solution](#)

123.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2013-07-03 · Java 7 (first AC) · Tags: greedy

[izban's solution](#)

124.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: greedy, implementation

[izban's solution](#)

125.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

126.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-11-29 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

127.

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: implementation, math

[izban's solution](#)

128.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,320 global accepts · Rating: 1000 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

129.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2012-06-10 · MS C++ (first AC) · Tags: binary search, brute force, math

[izban's solution](#)

130.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

131.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

132.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2012-04-26 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

133.

165A

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

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2012-03-22 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

134.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: geometry, sortings

[izban's solution](#)

135.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,508 global accepts · Rating: 1000 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

136.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

137.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,979 global accepts · Rating: 1000 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

138.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2011-11-12 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

139.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,807 global accepts · Rating: 1000 · first AC: 2011-11-12 · MS C++ (first AC) · Tags: brute force, number theory

[izban's solution](#)

140.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

141.

124A

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

Quality: 44,210 global accepts · Rating: 1000 · first AC: 2011-11-03 · MS C++ (first AC) · Tags: math

[izban's solution](#)

142.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: brute force, implementation, math

[izban's solution](#)

143.

118B

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

Quality: 34,584 global accepts · Rating: 1000 · first AC: 2011-10-07 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[izban's solution](#)

144.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,442 global accepts · Rating: 1000 · first AC: 2011-10-07 · Delphi (first AC) · Tags: implementation, strings

[izban's solution](#)

145.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-09-16 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

146.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-09-16 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

147.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-09-16 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

148.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · Delphi (first AC) · Tags: math

[izban's solution](#)

149.

110C

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

Rating: 1000 · first AC: 2011-08-29 · Delphi (first AC) · Tags: implementation, math

[izban's solution](#)

150.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[izban's solution](#)

151.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, sortings

[izban's solution](#)

152.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,320 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[izban's solution](#)

153.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[izban's solution](#)

154.

1033B

[Square Difference · Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[izban's solution](#)

155.

1060B

[Maximum Sum of Digits · Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[izban's solution](#)

156.

883M

[Quadcopter Competition · Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[izban's solution](#)

157.

799A

[Carrot Cakes · Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[izban's solution](#)

158.

765B

[Code obfuscation · Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[izban's solution](#)

159.

755B

[PolandBall and Game · Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[izban's solution](#)

160.

618B

[Guess the Permutation · Tutorial](#)

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

[izban's solution](#)

161.

522B

[Photo to Remember · Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[izban's solution](#)

162.

475A

[Bayan Bus · Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

163.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · Java 7 (first AC) · Tags: data structures, implementation

[izban's solution](#)

164.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[izban's solution](#)

165.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2013-11-14 · Java 7 (first AC) · Tags: implementation, sortings

[izban's solution](#)

166.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2013-09-29 · MS C++ (first AC) · Tags: greedy, implementation

[izban's solution](#)

167.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-22 · MS C++ (first AC) · Tags: brute force, implementation, math

[izban's solution](#)

168.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

169.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

170.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: greedy, math

[izban's solution](#)

171.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

172.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,506 global accepts · Rating: 1100 · first AC: 2013-06-10 · MS C++ (first AC) · Tags: dp, implementation

[izban's solution](#)

173.

300A

[Array](#) · [Tutorial](#)

Quality: 27,216 global accepts · Rating: 1100 · first AC: 2013-05-02 · MS C++ (first AC) · Tags: brute force, constructive algorithms,

implementation

[izban's solution](#)

174.

285A

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

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-04-26 · MS C++ (first AC) · Tags: greedy, implementation

[izban's solution](#)

175.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: geometry, implementation, math

[izban's solution](#)

176.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[izban's solution](#)

177.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: greedy, math

[izban's solution](#)

178.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2012-12-08 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

179.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2012-12-07 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

180.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2012-09-28 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

181.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

182.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: brute force, geometry, math

[izban's solution](#)

183.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2012-06-15 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

184.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · MS C++ (first AC) · Tags: greedy, strings

[izban's solution](#)

185.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-05-28 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

186.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-23 · MS C++ (first AC) · Tags: greedy, math

[izban's solution](#)

187.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

188.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1100 · first AC: 2012-03-24 · last AC: 2012-03-24 · MS C++ (first AC) · Tags: binary search, implementation, sortings

[izban's solution](#)

189.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: *special, greedy, sortings

[izban's solution](#)

190.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-07 · MS C++ (first AC) · Tags: greedy, sortings

[izban's solution](#)

191.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,834 global accepts · Rating: 1100 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, greedy, implementation

[izban's solution](#)

192.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: greedy, sortings

[izban's solution](#)

193.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

194.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-11-12 · MS C++ (first AC) · Tags: brute force, math

[izban's solution](#)

195.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

196.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

197.

116B

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

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2011-09-15 · Delphi (first AC) · Tags: greedy, implementation

[izban's solution](#)

198.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2011-08-29 · Delphi (first AC) · Tags: constructive algorithms, strings

[izban's solution](#)

199.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[izban's solution](#)

200.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[izban's solution](#)

201.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[izban's solution](#)

202.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,810 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[izban's solution](#)

203.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[izban's solution](#)

204.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[izban's solution](#)

205.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[izban's solution](#)

206.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[izban's solution](#)

207.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[izban's solution](#)

208.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[izban's solution](#)

209.

913B

[Christmas Spruce](#) · [Tutorial](#)

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

210.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[izban's solution](#)

211.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[izban's solution](#)

212.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[izban's solution](#)

213.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[izban's solution](#)

214.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[izban's solution](#)

215.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · MS C++ (first AC) · Tags: implementation
[izban's solution](#)

216.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive

algorithms, data structures, sortings

[izban's solution](#)

217.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[izban's solution](#)

218.

379B

[New Year Present](#) · [Tutorial](#)

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

[izban's solution](#)

219.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

220.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

221.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-25 · Java 7 (first AC) · Tags: greedy, implementation

[izban's solution](#)

222.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-22 · MS C++ (first AC) · Tags: brute force, graphs, math

[izban's solution](#)

223.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-03 · Java 7 (first AC) · Tags: math

[izban's solution](#)

224.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: brute force, math

[izban's solution](#)

225.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: math

[izban's solution](#)

226.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,909 global accepts · Rating: 1200 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: brute force, dp, implementation

[izban's solution](#)

227.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-09 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

228.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-04-26 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[izban's solution](#)

229.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-04-26 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

230.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

231.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-02-08 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[izban's solution](#)

232.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[izban's solution](#)

233.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2012-08-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[izban's solution](#)

234.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

235.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · last AC: 2012-07-11 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

236.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2012-06-15 · MS C++ (first AC) · Tags: greedy, sortings

[izban's solution](#)

237.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2012-06-03 · MS C++ (first AC) · Tags: math

[izban's solution](#)

238.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[izban's solution](#)

239.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: greedy, sortings

[izban's solution](#)

240.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, implementation, number theory

[izban's solution](#)

241.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-02-18 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

242.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: greedy, implementation

[izban's solution](#)

243.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

244.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[izban's solution](#)

245.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2011-09-03 · Delphi (first AC) · Tags: implementation, math

[izban's solution](#)

246.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[izban's solution](#)

247.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[izban's solution](#)

248.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[izban's solution](#)

249.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[izban's solution](#)

250.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,814 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[izban's solution](#)

251.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[izban's solution](#)

252.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[izban's solution](#)

253.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[izban's solution](#)

254.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[izban's solution](#)

255.

1119B

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

Quality: 16,369 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[izban's solution](#)

256.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[izban's solution](#)

257.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[izban's solution](#)

258.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[izban's solution](#)

259.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[izban's solution](#)

260.

722A

[Broken Clock](#) · [Tutorial](#)

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

261.

626B

[Cards](#) · [Tutorial](#)

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

262.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · MS C++ (first AC) · Tags: implementation, math, number theory
[izban's solution](#)

263.

526A

[King of Thieves](#) · [Tutorial](#)

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

264.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

265.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees
[izban's solution](#)

266.

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: implementation
[izban's solution](#)

267.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-05 · MS C++ (first AC) · Tags: implementation, sortings
[izban's solution](#)

268.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2013-09-22 · MS C++ (first AC) · Tags: constructive algorithms, implementation, sortings
[izban's solution](#)

269.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: implementation
[izban's solution](#)

270.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: greedy
[izban's solution](#)

271.

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: constructive algorithms, graphs
[izban's solution](#)

272.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: brute force, implementation
[izban's solution](#)

273.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: math, probabilities
[izban's solution](#)

274.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1300 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: implementation, strings, two pointers
[izban's solution](#)

275.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-06-10 · MS C++ (first AC) · Tags: constructive algorithms, implementation
[izban's solution](#)

276.

303A

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

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2013-05-12 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math
[izban's solution](#)

277.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-16 · MS C++ (first AC) · Tags: *special, implementation, strings
[izban's solution](#)

278.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-08 · MS C++ (first AC) · Tags: greedy
[izban's solution](#)

279.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: games, greedy, implementation
[izban's solution](#)

280.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2012-12-06 · MS C++ (first AC) · Tags: binary search, combinatorics, two pointers
[izban's solution](#)

281.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-05 · MS C++ (first AC) · Tags: constructive algorithms, math
[izban's solution](#)

282.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-22 · GNU C++ (first AC) · Tags: implementation, number theory
[izban's solution](#)

283.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-28 · MS C++ (first AC) · Tags: geometry
[izban's solution](#)

284.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: implementation
[izban's solution](#)

285.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[izban's solution](#)

286.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: brute force, implementation
[izban's solution](#)

287.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · MS C++ (first AC) · Tags: data structures, implementation, math
[izban's solution](#)

288.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-06-04 · MS C++ (first AC) · Tags: brute force, math
[izban's solution](#)

289.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,883 global accepts · Rating: 1300 · first AC: 2012-06-04 · MS C++ (first AC) · Tags: brute force, dp
[izban's solution](#)

290.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-05-28 · MS C++ (first AC) · Tags: binary search, brute force, implementation
[izban's solution](#)

291.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2012-05-05 · MS C++ (first AC) · Tags: math
[izban's solution](#)

292.

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: binary search, brute force
[izban's solution](#)

293.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

294.

161A

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

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

[izban's solution](#)

295.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[izban's solution](#)

296.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

297.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

298.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[izban's solution](#)

299.

132A

[Turing Tape](#) · [Tutorial](#)

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

[izban's solution](#)

300.

124C

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

Rating: 1300 · first AC: 2011-11-03 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[izban's solution](#)

301.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,255 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izban's solution](#)

302.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[izban's solution](#)

303.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[izban's solution](#)

304.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[izban's solution](#)

305.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[izban's solution](#)

306.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[izban's solution](#)

307.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[izban's solution](#)

308.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[izban's solution](#)

309.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[izban's solution](#)

310.

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
[izban's solution](#)

311.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[izban's solution](#)

312.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[izban's solution](#)

313.

868B

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

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[izban's solution](#)

314.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[izban's solution](#)

315.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 1400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[izban's solution](#)

316.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[izban's solution](#)

317.

804B

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

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

[izban's solution](#)

318.

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[izban's solution](#)

319.

175A

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

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[izban's solution](#)

320.

713A

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

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

[izban's solution](#)

321.

679A

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

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

[izban's solution](#)

322.

641B

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

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

[izban's solution](#)

323.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[izban's solution](#)

324.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: data structures, geometry, math
[izban's solution](#)

325.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[izban's solution](#)

326.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

327.

526B

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

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

[izban's solution](#)

328.

516A

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

Rating: 1400 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

[izban's solution](#)

329.

513B1

[Permutations](#) · [Tutorial](#)

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

[izban's solution](#)

330.

475B

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

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

[izban's solution](#)

331.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy

[izban's solution](#)

332.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[izban's solution](#)

333.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-06-03 · Delphi (first AC) · Tags: greedy

[izban's solution](#)

334.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[izban's solution](#)

335.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-26 · Java 7 (first AC) · Tags: constructive algorithms, graphs, implementation

[izban's solution](#)

336.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1400 · first AC: 2014-04-26 · Java 7 (first AC) · Tags: implementation

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337.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

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338.

388A

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

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339.

379C

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Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

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340.

337B

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341.

334B

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342.

335A

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Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · MS C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[izban's solution](#)

343.

331A1

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Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

344.

286A

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345.

295A

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[izban's solution](#)

346.

316A2

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

[izban's solution](#)

347.

313C

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Quality: 5,943 global accepts · Rating: 1400 · first AC: 2013-06-10 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[izban's solution](#)

348.

315A

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349.

277A

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350.

270B

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[izban's solution](#)

351.

272B

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Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

352.

261A

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[izban's solution](#)

353.

260A

[Adding Digits](#) · [Tutorial](#)

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[izban's solution](#)

354.

253B

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Quality: 12,373 global accepts · Rating: 1400 · first AC: 2012-12-08 · MS C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[izban's solution](#)

355.

248B

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356.

233B

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[izban's solution](#)

357.

227C

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358.

228B

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359.

219B

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360.

111A

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[izban's solution](#)

361.

203C

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Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: greedy, sortings

[izban's solution](#)

362.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: dfs and similar, shortest paths

[izban's solution](#)

363.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: shortest paths

[izban's solution](#)

364.

197B

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[izban's solution](#)

365.

180C

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Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

366.

159C

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367.

159A

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[izban's solution](#)

368.

158C

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369.

150A

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[izban's solution](#)

370.

141B

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[izban's solution](#)

371.

131C

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372.

124B

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373.

120E

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374.

120F

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375.

120D

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[izban's solution](#)

376.

108C

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Rating: 1400 · first AC: 2011-09-16 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation
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377.

108B

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Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-09-16 · MS C++ (first AC) · Tags: math, sortings
[izban's solution](#)

378.

112C

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Rating: 1400 · first AC: 2011-09-12 · MS C++ (first AC) · Tags: greedy, math
[izban's solution](#)

379.

2057C

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380.

2053C

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381.

1408C

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382.

1416A

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383.

1404A

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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384.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[izban's solution](#)

385.

1368B

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Quality: 21,436 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[izban's solution](#)

386.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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387.

1338A

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[izban's solution](#)

388.

1326D1

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Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

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389.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
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390.

1299A

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391.

1209C

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392.

1178D

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393.

1179A

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Quality: 11,800 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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394.

1161A

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Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
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395.

1119C

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396.

1110C

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397.

1043C

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398.

960B

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Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
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399.

901A

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400.

883E

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401.

868C

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402.

855B

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403.

860A

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Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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404.

859C

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Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
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405.

790A

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Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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406.

724B

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407.

643A

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408.

576A

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409.

562B

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

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410.

555A

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Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-07-20 · MS C++ (first AC) · Tags: implementation
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411.

553A

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412.

530C

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413.

530A

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414.

527C

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[izban's solution](#)

415.

528A

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416.

497A

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417.

494A

[Treasure](#) · [Tutorial](#)

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418.

436A

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419.

425A

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420.

417A

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421.

415B

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422.

414A

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423.

362A

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424.

354A

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425.

342B

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426.

341B

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Rating: 1500 · first AC: 2013-09-08 · MS C++ (first AC) · Tags: binary search, data structures, dp
[izban's solution](#)

427.

332B

[Maximum Absurdity](#) · [Tutorial](#)

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[izban's solution](#)

428.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: dfs and similar, implementation, shortest paths
[izban's solution](#)

429.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: matrices
[izban's solution](#)

430.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · MS C++ (first AC) · Tags: dfs and similar, shortest paths
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431.

329A

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[izban's solution](#)

432.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: data structures, sortings
[izban's solution](#)

433.

325A

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[izban's solution](#)

434.

256A

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435.

320B

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Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[izban's solution](#)

436.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, data structures
[izban's solution](#)

437.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dfs and similar
[izban's solution](#)

438.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-05-02 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs
[izban's solution](#)

439.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · MS C++ (first AC) · Tags: games, greedy
[izban's solution](#)

440.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-08 · MS C++ (first AC) · Tags: combinatorics
[izban's solution](#)

441.

274A

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

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2013-02-20 · MS C++ (first AC) · Tags: binary search, greedy, sortings
[izban's solution](#)

442.

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: data structures, implementation
[izban's solution](#)

443.

273A

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

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

[izban's solution](#)

444.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-02-08 · MS C++ (first AC) · Tags: dp, number theory

[izban's solution](#)

445.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2012-12-09 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

446.

250B

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Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-29 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

447.

231B

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Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-08 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

448.

224B

[Array](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1500 · first AC: 2012-09-17 · MS C++ (first AC) · Tags: bitmasks, implementation, two pointers

[izban's solution](#)

449.

204B

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

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

[izban's solution](#)

450.

204A

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

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

[izban's solution](#)

451.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-28 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

452.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-23 · MS C++ (first AC) · Tags: dfs and similar

[izban's solution](#)

453.

187A

[Permutations](#) · [Tutorial](#)

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

[izban's solution](#)

454.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

455.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, number theory

[izban's solution](#)

456.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, implementation, sortings

[izban's solution](#)

457.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2012-03-24 · MS C++ (first AC) · Tags: dp, math, matrices

[izban's solution](#)

458.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2012-03-24 · MS C++ (first AC) · Tags: greedy, math, sortings

[izban's solution](#)

459.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-22 · MS C++ (first AC) · Tags: binary search, implementation

[izban's solution](#)

460.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: *special, brute force, dp, strings

[izban's solution](#)

461.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · MS C++ (first AC) · Tags: greedy, math, sortings

[izban's solution](#)

462.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

463.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: sortings

[izban's solution](#)

464.

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[izban's solution](#)

465.

122D

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

Rating: 1500 · first AC: 2011-11-12 · MS C++ (first AC) · Tags: brute force

[izban's solution](#)

466.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-09-08 · Delphi (first AC) · Tags: bitmasks, brute force, graphs

[izban's solution](#)

467.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[izban's solution](#)

468.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[izban's solution](#)

469.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[izban's solution](#)

470.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[izban's solution](#)

471.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[izban's solution](#)

472.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[izban's solution](#)

473.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[izban's solution](#)

474.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[izban's solution](#)

475.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[izban's solution](#)

476.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[izban's solution](#)

477.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[izban's solution](#)

478.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[izban's solution](#)

479.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[izban's solution](#)

480.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[izban's solution](#)

481.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[izban's solution](#)

482.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[izban's solution](#)

483.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[izban's solution](#)

484.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[izban's solution](#)

485.

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
[izban's solution](#)

486.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[izban's solution](#)

487.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[izban's solution](#)

488.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[izban's solution](#)

489.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[izban's solution](#)

490.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[izban's solution](#)

491.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[izban's solution](#)

492.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[izban's solution](#)

493.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[izban's solution](#)

494.

913C

[Party Lemonade](#) · [Tutorial](#)

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

495.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[izban's solution](#)

496.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[izban's solution](#)

497.

781A

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

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

[izban's solution](#)

498.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[izban's solution](#)

499.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[izban's solution](#)

500.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[izban's solution](#)

501.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[izban's solution](#)

502.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[izban's solution](#)

503.

643B

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

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

[izban's solution](#)

504.

639B

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

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

[izban's solution](#)

505.

637D

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

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

[izban's solution](#)

506.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: brute force, greedy, math, number theory
[izban's solution](#)

507.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-01-29 · MS C++ (first AC) · Tags: geometry, implementation
[izban's solution](#)

508.

605A

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

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

509.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-02 · MS C++ (first AC) · Tags: dp, greedy, math
[izban's solution](#)

510.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

511.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · MS C++ (first AC) · Tags: brute force, geometry, math
[izban's solution](#)

512.

538C

[Tourist's Notes](#) · [Tutorial](#)

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

513.

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special
[izban's solution](#)

514.

530B

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

Quality: 555 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special
[izban's solution](#)

515.

524A

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

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: implementation
[izban's solution](#)

516.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[izban's solution](#)

517.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[izban's solution](#)

518.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[izban's solution](#)

519.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math

[izban's solution](#)

520.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[izban's solution](#)

521.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[izban's solution](#)

522.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[izban's solution](#)

523.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[izban's solution](#)

524.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · MS C++ (first AC) · Tags: implementation, math, number theory

[izban's solution](#)

525.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: binary search, math, sortings

[izban's solution](#)

526.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1600 · first AC: 2013-09-22 · MS C++ (first AC) · Tags: data structures, greedy, implementation

[izban's solution](#)

527.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-22 · MS C++ (first AC) · Tags: math, number theory

[izban's solution](#)

528.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: games, math, number theory
[izban's solution](#)

529.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-08 · MS C++ (first AC) · Tags: math
[izban's solution](#)

530.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · MS C++ (first AC) · Tags: greedy, math, number theory
[izban's solution](#)

531.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: greedy
[izban's solution](#)

532.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: greedy, implementation
[izban's solution](#)

533.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-07-11 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[izban's solution](#)

534.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-07-08 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[izban's solution](#)

535.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,200 global accepts · Rating: 1600 · first AC: 2013-07-03 · Java 7 (first AC) · Tags: combinatorics, math
[izban's solution](#)

536.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-25 · MS C++ (first AC) · Tags: combinatorics, math
[izban's solution](#)

537.

317A

[Perfect Pair](#) · [Tutorial](#)

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

538.

316B2

[EKG](#) · [Tutorial](#)

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

[izban's solution](#)

539.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-09 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

540.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

541.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-16 · MS C++ (first AC) · Tags: *special, greedy

[izban's solution](#)

542.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-16 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[izban's solution](#)

543.

272D

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

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: combinatorics, math, sortings

[izban's solution](#)

544.

273B

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

Rating: 1600 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: combinatorics

[izban's solution](#)

545.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · MS C++ (first AC) · Tags: greedy, math

[izban's solution](#)

546.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-30 · MS C++ (first AC) · Tags: brute force, implementation, strings

[izban's solution](#)

547.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2012-12-08 · MS C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[izban's solution](#)

548.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2012-11-29 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

549.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1600 · first AC: 2012-10-21 · MS C++ (first AC) · Tags: number theory

[izban's solution](#)

550.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-20 · MS C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[izban's solution](#)

551.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[izban's solution](#)

552.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

553.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-08 · MS C++ (first AC) · Tags: brute force, geometry

[izban's solution](#)

554.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-08 · MS C++ (first AC) · Tags: binary search, sortings, two pointers

[izban's solution](#)

555.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: binary search, greedy, number theory

[izban's solution](#)

556.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-28 · MS C++ (first AC) · Tags: brute force, dp, greedy

[izban's solution](#)

557.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-06-13 · MS C++ (first AC) · Tags: constructive algorithms, games, math

[izban's solution](#)

558.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

559.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

560.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

561.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

562.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1600 · first AC: 2012-03-22 · MS C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[izban's solution](#)

563.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

564.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[izban's solution](#)

565.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2012-02-24 · MS C++ (first AC) · Tags: math, number theory

[izban's solution](#)

566.

150B

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

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2012-02-17 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[izban's solution](#)

567.

151D

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

Rating: 1600 · first AC: 2012-02-17 · MS C++ (first AC) · Tags: combinatorics, dsu, graphs, math

[izban's solution](#)

568.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-10 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

569.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: brute force, geometry, math

[izban's solution](#)

570.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

571.

139C

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

Rating: 1600 · first AC: 2011-12-25 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

572.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2011-12-25 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

573.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: dfs and similar, graphs

[izban's solution](#)

574.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[izban's solution](#)

575.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[izban's solution](#)

576.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[izban's solution](#)

577.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[izban's solution](#)

578.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[izban's solution](#)

579.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[izban's solution](#)

580.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[izban's solution](#)

581.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings,

two pointers

[izban's solution](#)

582.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[izban's solution](#)

583.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[izban's solution](#)

584.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[izban's solution](#)

585.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[izban's solution](#)

586.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[izban's solution](#)

587.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[izban's solution](#)

588.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[izban's solution](#)

589.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[izban's solution](#)

590.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[izban's solution](#)

591.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[izban's solution](#)

592.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[izban's solution](#)

593.

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
[izban's solution](#)

594.

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
[izban's solution](#)

595.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[izban's solution](#)

596.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[izban's solution](#)

597.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[izban's solution](#)

598.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[izban's solution](#)

599.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
[izban's solution](#)

600.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[izban's solution](#)

601.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[izban's solution](#)

602.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[izban's solution](#)

603.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

604.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izban's solution](#)

605.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[izban's solution](#)

606.

718A

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

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

[izban's solution](#)

607.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · MS C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[izban's solution](#)

608.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[izban's solution](#)

609.

627A

[XOR Equation](#) · [Tutorial](#)

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

[izban's solution](#)

610.

605B

[Lazy Student](#) · [Tutorial](#)

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

[izban's solution](#)

611.

582A

[GCD Table](#) · [Tutorial](#)

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

[izban's solution](#)

612.

578A

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

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

[izban's solution](#)

613.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · MS C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[izban's solution](#)

614.

532C

[Board Game](#) · [Tutorial](#)

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

[izban's solution](#)

615.

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[izban's solution](#)

616.

524B

[BD>D\\$> CÔO CÔOÄOD\\$! 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[izban's solution](#)

617.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[izban's solution](#)

618.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · last AC: 2014-09-06 · MS C++ (first AC) · Tags: hashing, strings

[izban's solution](#)

619.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[izban's solution](#)

620.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[izban's solution](#)

621.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[izban's solution](#)

622.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-29 · MS C++ (first AC) · Tags: data structures, dp, greedy, implementation

[izban's solution](#)

623.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[izban's solution](#)

624.

339D

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

Quality: 32,551 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[izban's solution](#)

625.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · last AC: 2013-07-17 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

626.

305B

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

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-07-11 · MS C++ (first AC) · Tags: brute force, implementation, math

[izban's solution](#)

627.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-07-08 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs

[izban's solution](#)

628.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: combinatorics, math

[izban's solution](#)

629.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: dp, graphs, shortest paths

[izban's solution](#)

630.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · MS C++ (first AC) · Tags: binary search, implementation, math

[izban's solution](#)

631.

303B

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

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

[izban's solution](#)

632.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[izban's solution](#)

633.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-08 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

634.

269B

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

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

[izban's solution](#)

635.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-30 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[izban's solution](#)

636.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: dp, matrices

[izban's solution](#)

637.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[izban's solution](#)

638.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-07-09 · Java 7 (first AC) · Tags: brute force, geometry

[izban's solution](#)

639.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2012-07-09 · Java 7 (first AC) · Tags: constructive algorithms, math

[izban's solution](#)

640.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: geometry, implementation, math

[izban's solution](#)

641.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[izban's solution](#)

642.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-23 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

643.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · MS C++ (first AC) · Tags: constructive algorithms, graphs, trees

[izban's solution](#)

644.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-28 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

645.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

646.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: implementation, strings

[izban's solution](#)

647.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-10 · MS C++ (first AC) · Tags: *special, data structures, greedy, sortings

[izban's solution](#)

648.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-03-07 · MS C++ (first AC) · Tags: implementation, math, sortings

[izban's solution](#)

649.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: brute force

[izban's solution](#)

650.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

651.

140A

[New Year Table](#) · [Tutorial](#)

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

[izban's solution](#)

652.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: sortings

[izban's solution](#)

653.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[izban's solution](#)

654.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[izban's solution](#)

655.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[izban's solution](#)

656.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[izban's solution](#)

657.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izban's solution](#)

658.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[izban's solution](#)

659.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[izban's solution](#)

660.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[izban's solution](#)

661.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[izban's solution](#)

662.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[izban's solution](#)

663.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[izban's solution](#)

664.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[izban's solution](#)

665.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[izban's solution](#)

666.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[izban's solution](#)

667.

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

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668.

1179B

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Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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669.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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670.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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671.

1109B

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672.

986B

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673.

983B

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674.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[izban's solution](#)

675.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

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676.

913D

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

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677.

883K

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Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[izban's solution](#)

678.

883H

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Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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679.

799C

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680.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · last AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[izban's solution](#)

681.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings
[izban's solution](#)

682.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[izban's solution](#)

683.

730B

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Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
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684.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings
[izban's solution](#)

685.

641C

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Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation
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686.

626D

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Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities
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687.

623A

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

688.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-02 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[izban's solution](#)

689.

538D

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

[izban's solution](#)

690.

532E

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

Rating: 1800 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —

[izban's solution](#)

691.

527D

[Clique Problem](#) · [Tutorial](#)

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

[izban's solution](#)

692.

528B

[Clique Problem](#) · [Tutorial](#)

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

[izban's solution](#)

693.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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694.

513B2

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

[izban's solution](#)

695.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[izban's solution](#)

696.

442B

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

Quality: 6,111 global accepts · Rating: 1800 · first AC: 2014-06-20 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[izban's solution](#)

697.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[izban's solution](#)

698.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

699.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Python 3 (first AC) · Tags: binary search, math

[izban's solution](#)

700.

256B

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

Rating: 1800 · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[izban's solution](#)

701.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-06 · MS C++ (first AC) · Tags: constructive algorithms

[izban's solution](#)

702.

300C

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Quality: 11,759 global accepts · Rating: 1800 · first AC: 2013-05-02 · MS C++ (first AC) · Tags: brute force, combinatorics

[izban's solution](#)

703.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · MS C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[izban's solution](#)

704.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: brute force, geometry, math

[izban's solution](#)

705.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2012-12-07 · MS C++ (first AC) · Tags: brute force, sortings

[izban's solution](#)

706.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · MS C++ (first AC) · Tags: implementation, math

[izban's solution](#)

707.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

708.

220B

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709.

201B

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710.

200D

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Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-26 · MS C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

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711.

200C

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Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-26 · MS C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

712.

187B

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[izban's solution](#)

713.

195C

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714.

190B

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[izban's solution](#)

715.

185B

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716.

178F1

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717.

180A

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718.

180E

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Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: binary search, dp, two pointers

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719.

167B

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Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: dp, math, probabilities

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720.

161D

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[izban's solution](#)

721.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: constructive algorithms
[izban's solution](#)

722.

148D

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Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: dp, games, math, probabilities
[izban's solution](#)

723.

140B

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Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation
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724.

140C

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

725.

140D

[New Year Contest](#) · [Tutorial](#)

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

726.

2180D

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Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[izban's solution](#)

727.

2180C

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Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[izban's solution](#)

728.

2157E

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Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
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729.

2053E

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730.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
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731.

1479B1

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732.

1404B

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733.

1361B

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734.

1305D

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735.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
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736.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
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737.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[izban's solution](#)

738.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
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739.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[izban's solution](#)

740.

1168B

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Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[izban's solution](#)

741.

1161B

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Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
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742.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
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743.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[izban's solution](#)

744.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing
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745.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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746.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
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747.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[izban's solution](#)

748.

883G

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Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
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749.

883I

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Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
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750.

717E

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

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[izban's solution](#)

751.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities

[izban's solution](#)

752.

781B

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

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

[izban's solution](#)

753.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izban's solution](#)

754.

739B

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Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[izban's solution](#)

755.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[izban's solution](#)

756.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[izban's solution](#)

757.

722D

[Generating Sets](#) · [Tutorial](#)

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

[izban's solution](#)

758.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: binary search, brute force, dp, two pointers

[izban's solution](#)

759.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: constructive algorithms, dp, matrices

[izban's solution](#)

760.

562D

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

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

[izban's solution](#)

761.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-07-19 · MS C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[izban's solution](#)

762.

549D

[Haar Features](#) · [Tutorial](#)

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

[izban's solution](#)

763.

536B

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

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[izban's solution](#)

764.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: binary search, greedy, math

[izban's solution](#)

765.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: binary search, sortings

[izban's solution](#)

766.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · MS C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[izban's solution](#)

767.

497B

[Tennis Game](#) · [Tutorial](#)

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

[izban's solution](#)

768.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[izban's solution](#)

769.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[izban's solution](#)

770.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[izban's solution](#)

771.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[izban's solution](#)

772.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-26 · Java 7 (first AC) · Tags: bitmasks, dp, sortings

[izban's solution](#)

773.

388B

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

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

[izban's solution](#)

774.

377B

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775.

366C

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776.

362C

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777.

353B

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778.

351B

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779.

343C

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780.

335B

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781.

241G

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782.

331B2

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783.

327D

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784.

321B

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785.

319B

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786.

309C

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787.

285D

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788.

261B

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789.

257D

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790.

250D

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791.

232B

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792.

227D

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793.

228E

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794.

20C

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795.

111B

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796.

195D

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[izban's solution](#)

797.

191C

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798.

190D

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799.

178D2

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Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

800.

178E1

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Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

801.

180D

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Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: greedy, strings

[izban's solution](#)

802.

16E

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Quality: 6,542 global accepts · Rating: 1900 · first AC: 2012-04-08 · MS C++ (first AC) · Tags: bitmasks, dp, probabilities

[izban's solution](#)

803.

173C

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[izban's solution](#)

804.

158E

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[izban's solution](#)

805.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

806.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: constructive algorithms, games, greedy

[izban's solution](#)

807.

138B

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Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

808.

139D

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

Rating: 1900 · first AC: 2011-12-25 · MS C++ (first AC) · Tags: implementation

[izban's solution](#)

809.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2011-12-22 · MS C++ (first AC) · Tags: dp, strings

[izban's solution](#)

810.

127C

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Rating: 1900 · first AC: 2011-11-11 · MS C++ (first AC) · Tags: binary search, math

[izban's solution](#)

811.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-15 · MS C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[izban's solution](#)

812.

112D

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

Rating: 1900 · first AC: 2011-09-12 · last AC: 2011-09-12 · MS C++ (first AC) · Tags: implementation, number theory

[izban's solution](#)

813.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[izban's solution](#)

814.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[izban's solution](#)

815.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[izban's solution](#)

816.

1770D

[Koxia and Game](#) · [Tutorial](#)

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[izban's solution](#)

817.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[izban's solution](#)

818.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izban's solution](#)

819.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[izban's solution](#)

820.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[izban's solution](#)

821.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[izban's solution](#)

822.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[izban's solution](#)

823.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[izban's solution](#)

824.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[izban's solution](#)

825.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[izban's solution](#)

826.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[izban's solution](#)

827.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[izban's solution](#)

828.

1209E1

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Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[izban's solution](#)

829.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[izban's solution](#)

830.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[izban's solution](#)

831.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[izban's solution](#)

832.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

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833.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[izban's solution](#)

834.

1060E

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Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[izban's solution](#)

835.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[izban's solution](#)

836.

843B

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Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[izban's solution](#)

837.

806B

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Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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838.

776D

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839.

755D

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Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · MS C++ (first AC) · Tags: data structures

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840.

730I

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841.

641E

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Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

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842.

571B

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Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-29 · MS C++ (first AC) · Tags: dp, greedy, sortings

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843.

555B

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Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-20 · MS C++ (first AC) · Tags: data structures, greedy, sortings

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844.

541C

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

[izban's solution](#)

845.

532B

[Work Group](#) · [Tutorial](#)

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

[izban's solution](#)

846.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[izban's solution](#)

847.

522D

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Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[izban's solution](#)

848.

516B

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

[izban's solution](#)

849.

513C

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

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

[izban's solution](#)

850.

494B

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

[izban's solution](#)

851.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math

[izban's solution](#)

852.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

[izban's solution](#)

853.

453B

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[izban's solution](#)

854.

446B

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

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855.

427E

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[izban's solution](#)

856.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[izban's solution](#)

857.

383C

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Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[izban's solution](#)

858.

379D

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Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[izban's solution](#)

859.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[izban's solution](#)

860.

353D

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[izban's solution](#)

861.

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: dp, strings

[izban's solution](#)

862.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[izban's solution](#)

863.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: geometry, implementation

[izban's solution](#)

864.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

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[izban's solution](#)

865.

317B

[Ants](#) · [Tutorial](#)

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

[izban's solution](#)

866.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-09 · MS C++ (first AC) · Tags: data structures, dp

[izban's solution](#)

867.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-09 · MS C++ (first AC) · Tags: binary search, dfs and similar, strings

[izban's solution](#)

868.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: binary search, math, two pointers

[izban's solution](#)

869.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-16 · MS C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

[izban's solution](#)

870.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-02-12 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[izban's solution](#)

871.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-02-08 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

872.

258C

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

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

[izban's solution](#)

873.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2012-12-08 · MS C++ (first AC) · Tags: brute force, two pointers

[izban's solution](#)

874.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-07 · last AC: 2012-12-07 · MS C++ (first AC) · Tags: dp, greedy, number theory

[izban's solution](#)

875.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-11-29 · MS C++ (first AC) · Tags: brute force

[izban's solution](#)

876.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · MS C++ (first AC) · Tags: dp, math, probabilities

[izban's solution](#)

877.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

878.

228C

[Fractal Detector](#) · [Tutorial](#)

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

[izban's solution](#)

879.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-13 · last AC: 2012-06-28 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[izban's solution](#)

880.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-06-15 · MS C++ (first AC) · Tags: dfs and similar, dsu

[izban's solution](#)

881.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-10 · MS C++ (first AC) · Tags: data structures, dsu, graphs

[izban's solution](#)

882.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · MS C++ (first AC) · Tags: brute force

[izban's solution](#)

883.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

884.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms

[izban's solution](#)

885.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: combinatorics, dp

[izban's solution](#)

886.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2011-12-16 · last AC: 2011-12-17 · MS C++ (first AC) · Tags: data structures, implementation, strings

[izban's solution](#)

887.

117C

[Cycle](#) · [Tutorial](#)

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

[izban's solution](#)

888.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[izban's solution](#)

889.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[izban's solution](#)

890.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[izban's solution](#)

891.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[izban's solution](#)

892.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[izban's solution](#)

893.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[izban's solution](#)

894.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[izban's solution](#)

895.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[izban's solution](#)

896.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[izban's solution](#)

897.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[izban's solution](#)

898.

960D

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

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[izban's solution](#)

899.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[izban's solution](#)

900.

859E

[Desk Disorder](#) · [Tutorial](#)

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

[izban's solution](#)

901.

859D

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

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

[izban's solution](#)

902.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[izban's solution](#)

903.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[izban's solution](#)

904.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[izban's solution](#)

905.

790B

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

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

[izban's solution](#)

906.

781C

[Underground Lab](#) · [Tutorial](#)

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

[izban's solution](#)

907.

776E

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

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[izban's solution](#)

908.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[izban's solution](#)

909.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[izban's solution](#)

910.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[izban's solution](#)

911.

576B

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

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

[izban's solution](#)

912.

576C

[Points on Plane](#) · [Tutorial](#)

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

[izban's solution](#)

913.

549H

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

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

[izban's solution](#)

914.

541F

[Quest](#) · [Tutorial](#)

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

[izban's solution](#)

915.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[izban's solution](#)

916.

522C

[Chicken or Fish?](#) · [Tutorial](#)

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

[izban's solution](#)

917.

497C

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

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

[izban's solution](#)

918.

475C

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

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

[izban's solution](#)

919.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp

[izban's solution](#)

920.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[izban's solution](#)

921.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
[izban's solution](#)

922.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer
[izban's solution](#)

923.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · MS C++ (first AC) · Tags: brute force, dp, number theory
[izban's solution](#)

924.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: dfs and similar, number theory, trees
[izban's solution](#)

925.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-22 · MS C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees
[izban's solution](#)

926.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2013-09-03 · Java 7 (first AC) · Tags: brute force, geometry
[izban's solution](#)

927.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · last AC: 2013-08-03 · GNU C++ (first AC) · Tags: games
[izban's solution](#)

928.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[izban's solution](#)

929.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-07-08 · GNU C++ (first AC) · Tags: dp
[izban's solution](#)

930.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: greedy, implementation
[izban's solution](#)

931.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[izban's solution](#)

932.

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2013-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[izban's solution](#)

933.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-25 · MS C++ (first AC) · Tags: dp, geometry

[izban's solution](#)

934.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-06-10 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

935.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-18 · MS C++ (first AC) · Tags: dp, two pointers

[izban's solution](#)

936.

269C

[Flawed Flow](#) · [Tutorial](#)

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

[izban's solution](#)

937.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2012-12-09 · MS C++ (first AC) · Tags: dp, implementation

[izban's solution](#)

938.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-30 · MS C++ (first AC) · Tags: math, number theory

[izban's solution](#)

939.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-28 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

940.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2012-07-23 · MS C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[izban's solution](#)

941.

112E

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

Rating: 2100 · first AC: 2012-07-07 · MS C++ (first AC) · Tags: bitmasks, dp

[izban's solution](#)

942.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2012-07-07 · MS C++ (first AC) · Tags: bitmasks, dp, dsu

[izban's solution](#)

943.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[izban's solution](#)

944.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,028 global accepts · Rating: 2100 · first AC: 2012-03-24 · last AC: 2012-03-24 · MS C++ (first AC) · Tags: geometry, sortings

[izban's solution](#)

945.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-09-12 · last AC: 2011-09-12 · MS C++ (first AC) · Tags: geometry, ternary search

[izban's solution](#)

946.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[izban's solution](#)

947.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[izban's solution](#)

948.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[izban's solution](#)

949.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[izban's solution](#)

950.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[izban's solution](#)

951.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[izban's solution](#)

952.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[izban's solution](#)

953.

1246C

[Rock Is Push](#) · [Tutorial](#)

Quality: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[izban's solution](#)

954.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[izban's solution](#)

955.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[izban's solution](#)

956.

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

[izban's solution](#)

957.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[izban's solution](#)

958.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[izban's solution](#)

959.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izban's solution](#)

960.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[izban's solution](#)

961.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[izban's solution](#)

962.

868D

[Huge Strings](#) · [Tutorial](#)

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

[izban's solution](#)

963.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[izban's solution](#)

964.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[izban's solution](#)

965.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[izban's solution](#)

966.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[izban's solution](#)

967.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[izban's solution](#)

968.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[izban's solution](#)

969.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[izban's solution](#)

970.

679B

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

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

[izban's solution](#)

971.

639C

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

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

[izban's solution](#)

972.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[izban's solution](#)

973.

618D

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

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-01-29 · MS C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[izban's solution](#)

974.

603C

[Lieves of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-02 · MS C++ (first AC) · Tags: games, math

[izban's solution](#)

975.

559C

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

Quality: 8,097 global accepts · Rating: 2200 · first AC: 2015-07-22 · MS C++ (first AC) · Tags: combinatorics, dp, math, number theory

[izban's solution](#)

976.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-07-20 · MS C++ (first AC) · Tags: data structures

[izban's solution](#)

977.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-07-19 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[izban's solution](#)

978.

549C

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

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

[izban's solution](#)

979.

549G

[Happy Line](#) · [Tutorial](#)

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

[izban's solution](#)

980.

538E

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

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

[izban's solution](#)

981.

538F

[A Heap of Heaps](#) · [Tutorial](#)

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

[izban's solution](#)

982.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[izban's solution](#)

983.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: string suffix structures

[izban's solution](#)

984.

453C

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

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

[izban's solution](#)

985.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: dp, sortings, strings

[izban's solution](#)

986.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[izban's solution](#)

987.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[izban's solution](#)

988.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: bitmasks, greedy

[izban's solution](#)

989.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: dp, greedy

[izban's solution](#)

990.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[izban's solution](#)

991.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-24 · last AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[izban's solution](#)

992.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: greedy

[izban's solution](#)

993.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2013-10-02 · MS C++ (first AC) · Tags: data structures, implementation, math, two pointers

[izban's solution](#)

994.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: greedy, math

[izban's solution](#)

995.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · MS C++ (first AC) · Tags: brute force, dp, number theory

[izban's solution](#)

996.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[izban's solution](#)

997.

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: combinatorics, math

[izban's solution](#)

998.

256C

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

Rating: 2200 · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: games

[izban's solution](#)

999.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: implementation

[izban's solution](#)

1000.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-14 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[izban's solution](#)

1001.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-14 · MS C++ (first AC) · Tags: dfs and similar, implementation

[izban's solution](#)

1002.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-13 · GNU C++0x (first AC) · Tags: flows

[izban's solution](#)

1003.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2013-02-15 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs

[izban's solution](#)

1004.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-14 · MS C++ (first AC) · Tags: graphs, greedy

[izban's solution](#)

1005.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · last AC: 2012-10-02 · MS C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[izban's solution](#)

1006.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2012-07-26 · MS C++ (first AC) · Tags: bitmasks, dp, graphs

[izban's solution](#)

1007.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-14 · MS C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[izban's solution](#)

1008.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2012-05-18 · last AC: 2012-05-18 · MS C++ (first AC) · Tags: data structures

[izban's solution](#)

1009.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-03-22 · last AC: 2012-03-22 · MS C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[izban's solution](#)

1010.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[izban's solution](#)

1011.

139E

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Rating: 2200 · first AC: 2011-12-27 · MS C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[izban's solution](#)

1012.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[izban's solution](#)

1013.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[izban's solution](#)

1014.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[izban's solution](#)

1015.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[izban's solution](#)

1016.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and

conquer

[izban's solution](#)

1017.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[izban's solution](#)

1018.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[izban's solution](#)

1019.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[izban's solution](#)

1020.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[izban's solution](#)

1021.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[izban's solution](#)

1022.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izban's solution](#)

1023.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[izban's solution](#)

1024.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[izban's solution](#)

1025.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[izban's solution](#)

1026.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[izban's solution](#)

1027.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,861 global accepts · Rating: 2300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[izban's solution](#)

1028.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[izban's solution](#)

1029.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[izban's solution](#)

1030.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[izban's solution](#)

1031.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[izban's solution](#)

1032.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[izban's solution](#)

1033.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2016-12-23 · last AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[izban's solution](#)

1034.

562F

[Matching Names](#) · [Tutorial](#)

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

[izban's solution](#)

1035.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-07-19 · MS C++ (first AC) · Tags: binary search, graphs, greedy

[izban's solution](#)

1036.

549B

[Lookery Party](#) · [Tutorial](#)

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

[izban's solution](#)

1037.

516C

[Brazil and Park](#) · [Tutorial](#)

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

[izban's solution](#)

1038.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · MS C++ (first AC) · Tags: flows, graph matchings

[izban's solution](#)

1039.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: probabilities

[izban's solution](#)

1040.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[izban's solution](#)

1041.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[izban's solution](#)

1042.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: data structures, dp

[izban's solution](#)

1043.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: binary search, data structures, hashing

[izban's solution](#)

1044.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[izban's solution](#)

1045.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[izban's solution](#)

1046.

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: brute force, implementation

[izban's solution](#)

1047.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: games

[izban's solution](#)

1048.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[izban's solution](#)

1049.

317D

[Game with Powers](#) · [Tutorial](#)

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

[izban's solution](#)

1050.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1051.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: flows, graph matchings

[izban's solution](#)

1052.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++0x (first AC) · Tags: data structures, math

[izban's solution](#)

1053.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++0x (first AC) · Tags: data structures, math

[izban's solution](#)

1054.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: greedy, sortings, two pointers

[izban's solution](#)

1055.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · Python 2 (first AC) · Tags: games, math

[izban's solution](#)

1056.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-25 · MS C++ (first AC) · Tags: graphs, hashing, sortings

[izban's solution](#)

1057.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[izban's solution](#)

1058.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[izban's solution](#)

1059.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[izban's solution](#)

1060.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[izban's solution](#)

1061.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[izban's solution](#)

1062.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[izban's solution](#)

1063.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[izban's solution](#)

1064.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[izban's solution](#)

1065.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[izban's solution](#)

1066.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[izban's solution](#)

1067.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[izban's solution](#)

1068.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[izban's solution](#)

1069.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[izban's solution](#)

1070.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[izban's solution](#)

1071.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[izban's solution](#)

1072.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[izban's solution](#)

1073.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[izban's solution](#)

1074.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[izban's solution](#)

1075.

913E

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

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

[izban's solution](#)

1076.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[izban's solution](#)

1077.

717H

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

Quality: 471 global accepts · Rating: 2400 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[izban's solution](#)

1078.

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: flows

[izban's solution](#)

1079.

781D

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

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[izban's solution](#)

1080.

755E

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

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

[izban's solution](#)

1081.

175D

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

Quality: 320 global accepts · Rating: 2400 · first AC: 2016-12-24 · last AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, probabilities

[izban's solution](#)

1082.

695A

[LRU](#) · [Tutorial](#)

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

[izban's solution](#)

1083.

679C

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

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

[izban's solution](#)

1084.

643C

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

1085.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[izban's solution](#)

1086.

639D

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

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

[izban's solution](#)

1087.

626E

[Simple Skewness](#) · [Tutorial](#)

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

[izban's solution](#)

1088.

626F

[Group Projects](#) · [Tutorial](#)

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

[izban's solution](#)

1089.

605C

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

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

[izban's solution](#)

1090.

582C

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

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

[izban's solution](#)

1091.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2013-09-26 · last AC: 2015-07-13 · MS C++ (first AC) · Tags: data structures, divide and conquer, trees

[izban's solution](#)

1092.

541A

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

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

[izban's solution](#)

1093.

532F

[Encoding](#) · [Tutorial](#)

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

[izban's solution](#)

1094.

526E

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

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

[izban's solution](#)

1095.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: data structures, sortings

[izban's solution](#)

1096.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: dfs and similar

[izban's solution](#)

1097.

498B

[Name That Tune](#) · [Tutorial](#)

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

[izban's solution](#)

1098.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: string suffix structures

[izban's solution](#)

1099.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[izban's solution](#)

1100.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[izban's solution](#)

1101.

444C

[DZY Loves Colors](#) · [Tutorial](#)

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

[izban's solution](#)

1102.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-26 · Java 7 (first AC) · Tags: constructive algorithms, dp, math

[izban's solution](#)

1103.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[izban's solution](#)

1104.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures

[izban's solution](#)

1105.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2013-09-29 · MS C++ (first AC) · Tags: strings

[izban's solution](#)

1106.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-16 · MS C++ (first AC) · Tags: brute force, dp

[izban's solution](#)

1107.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: graphs, math

[izban's solution](#)

1108.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[izban's solution](#)

1109.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: constructive algorithms

[izban's solution](#)

1110.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[izban's solution](#)

1111.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: data structures

[izban's solution](#)

1112.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: combinatorics, dp

[izban's solution](#)

1113.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2013-06-24 · MS C++ (first AC) · Tags: data structures, dp

[izban's solution](#)

1114.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-06-10 · MS C++ (first AC) · Tags: brute force, graphs, math, number theory

[izban's solution](#)

1115.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: brute force, math, number theory

[izban's solution](#)

1116.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-08 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[izban's solution](#)

1117.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-02-14 · MS C++ (first AC) · Tags: dp

[izban's solution](#)

1118.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: binary search, data structures, sortings

[izban's solution](#)

1119.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2400 · first AC: 2012-06-03 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[izban's solution](#)

1120.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: games, math

[izban's solution](#)

1121.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2012-02-03 · MS C++ (first AC) · Tags: data structures

[izban's solution](#)

1122.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[izban's solution](#)

1123.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[izban's solution](#)

1124.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[izban's solution](#)

1125.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[izban's solution](#)

1126.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[izban's solution](#)

1127.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[izban's solution](#)

1128.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[izban's solution](#)

1129.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[izban's solution](#)

1130.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[izban's solution](#)

1131.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[izban's solution](#)

1132.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[izban's solution](#)

1133.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[izban's solution](#)

1134.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[izban's solution](#)

1135.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[izban's solution](#)

1136.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[izban's solution](#)

1137.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[izban's solution](#)

1138.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[izban's solution](#)

1139.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[izban's solution](#)

1140.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[izban's solution](#)

1141.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[izban's solution](#)

1142.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[izban's solution](#)

1143.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[izban's solution](#)

1144.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[izban's solution](#)

1145.

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[izban's solution](#)

1146.

804D

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

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

[izban's solution](#)

1147.

790C

[Bear and Company](#) · [Tutorial](#)

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

[izban's solution](#)

1148.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[izban's solution](#)

1149.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[izban's solution](#)

1150.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · MS C++ (first AC) · Tags: data structures, geometry

[izban's solution](#)

1151.

605D

[Board Game](#) · [Tutorial](#)

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

[izban's solution](#)

1152.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1153.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-20 · MS C++ (first AC) · Tags: binary search, implementation, math

[izban's solution](#)

1154.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: bitmasks, brute force, fft

[izban's solution](#)

1155.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1156.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[izban's solution](#)

1157.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, geometry

[izban's solution](#)

1158.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-28 · Java 8 (first AC) · Tags: dp

[izban's solution](#)

1159.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[izban's solution](#)

1160.

379E

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

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

[izban's solution](#)

1161.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2013-09-29 · MS C++ (first AC) · Tags: dp, matrices

[izban's solution](#)

1162.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: brute force, data structures

[izban's solution](#)

1163.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[izban's solution](#)

1164.

329D

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

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: constructive algorithms

[izban's solution](#)

1165.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: data structures

[izban's solution](#)

1166.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[izban's solution](#)

1167.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-09 · MS C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[izban's solution](#)

1168.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: combinatorics, graphs

[izban's solution](#)

1169.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[izban's solution](#)

1170.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[izban's solution](#)

1171.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[izban's solution](#)

1172.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[izban's solution](#)

1173.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[izban's solution](#)

1174.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[izban's solution](#)

1175.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[izban's solution](#)

1176.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[izban's solution](#)

1177.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[izban's solution](#)

1178.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[izban's solution](#)

1179.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[izban's solution](#)

1180.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[izban's solution](#)

1181.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · last AC: 2018-03-24 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[izban's solution](#)

1182.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[izban's solution](#)

1183.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[izban's solution](#)

1184.

717F

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

Quality: 382 global accepts · Rating: 2600 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[izban's solution](#)

1185.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[izban's solution](#)

1186.

536C

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

Rating: 2600 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[izban's solution](#)

1187.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math
[izban's solution](#)

1188.

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · MS C++ (first AC) · Tags: graphs
[izban's solution](#)

1189.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: binary search, data structures, dp, hashing
[izban's solution](#)

1190.

562G

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

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1191.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1192.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: data structures, greedy
[izban's solution](#)

1193.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2013-09-30 · MS C++ (first AC) · Tags: matrices, strings
[izban's solution](#)

1194.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-17 · MS C++ (first AC) · Tags: data structures
[izban's solution](#)

1195.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2013-07-05 · last AC: 2013-07-05 · MS C++ (first AC) · Tags: data structures, sortings
[izban's solution](#)

1196.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp
[izban's solution](#)

1197.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2013-06-11 · MS C++ (first AC) · Tags: data structures, math
[izban's solution](#)

1198.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: dp, games
[izban's solution](#)

1199.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-21 · last AC: 2012-10-21 · GNU C++0x (first AC) · Tags: data structures
[izban's solution](#)

1200.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-14 · MS C++ (first AC) · Tags: dsu, graphs, shortest paths
[izban's solution](#)

1201.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[izban's solution](#)

1202.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[izban's solution](#)

1203.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[izban's solution](#)

1204.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[izban's solution](#)

1205.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[izban's solution](#)

1206.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[izban's solution](#)

1207.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[izban's solution](#)

1208.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[izban's solution](#)

1209.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · last AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[izban's solution](#)

1210.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[izban's solution](#)

1211.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: brute force, combinatorics, greedy, math
[izban's solution](#)

1212.

781E

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

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[izban's solution](#)

1213.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures
[izban's solution](#)

1214.

643E

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

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees
[izban's solution](#)

1215.

623D

[Birthday](#) · [Tutorial](#)

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

1216.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · MS C++ (first AC) · Tags: probabilities, shortest paths
[izban's solution](#)

1217.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-11 · MS C++ (first AC) · Tags: dp, matrices

[izban's solution](#)

1218.

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[izban's solution](#)

1219.

475E

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

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

[izban's solution](#)

1220.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp, probabilities

[izban's solution](#)

1221.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[izban's solution](#)

1222.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[izban's solution](#)

1223.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2013-08-26 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[izban's solution](#)

1224.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-08-08 · Java 7 (first AC) · Tags: brute force, constructive algorithms

[izban's solution](#)

1225.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2013-04-30 · MS C++ (first AC) · Tags: data structures, divide and conquer, trees

[izban's solution](#)

1226.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2012-10-22 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings

[izban's solution](#)

1227.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[izban's solution](#)

1228.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[izban's solution](#)

1229.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[izban's solution](#)

1230.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[izban's solution](#)

1231.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[izban's solution](#)

1232.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[izban's solution](#)

1233.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[izban's solution](#)

1234.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[izban's solution](#)

1235.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[izban's solution](#)

1236.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[izban's solution](#)

1237.

913F

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

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

[izban's solution](#)

1238.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[izban's solution](#)

1239.

776F

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

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[izban's solution](#)

1240.

722F

[Cyclic Cipher](#) · [Tutorial](#)

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

[izban's solution](#)

1241.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: combinatorics, geometry, probabilities

[izban's solution](#)

1242.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-07-20 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[izban's solution](#)

1243.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[izban's solution](#)

1244.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2013-11-17 · last AC: 2013-11-17 · Java 7 (first AC) · Tags: dp

[izban's solution](#)

1245.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[izban's solution](#)

1246.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[izban's solution](#)

1247.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, strings

[izban's solution](#)

1248.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[izban's solution](#)

1249.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[izban's solution](#)

1250.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities
[izban's solution](#)

1251.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[izban's solution](#)

1252.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[izban's solution](#)

1253.

717A

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

Quality: 433 global accepts · Rating: 2900 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[izban's solution](#)

1254.

763E

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

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu
[izban's solution](#)

1255.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: flows
[izban's solution](#)

1256.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-04 · MS C++ (first AC) · Tags: binary search, dp
[izban's solution](#)

1257.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: dsu
[izban's solution](#)

1258.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[izban's solution](#)

1259.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
[izban's solution](#)

1260.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[izban's solution](#)

1261.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[izban's solution](#)

1262.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[izban's solution](#)

1263.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[izban's solution](#)

1264.

562A

[Logistical Questions](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1265.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2014-07-16 · MS C++ (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[izban's solution](#)

1266.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2013-09-29 · MS C++ (first AC) · Tags: binary search, data structures

[izban's solution](#)

1267.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[izban's solution](#)

1268.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[izban's solution](#)

1269.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[izban's solution](#)

1270.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2014-06-24 · last AC: 2018-07-01 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[izban's solution](#)

1271.

781F

[Intranet of Buses](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-03-05 · last AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers

[izban's solution](#)

1272.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[izban's solution](#)

1273.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1274.

626G

[Raffles](#) · [Tutorial](#)

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

[izban's solution](#)

1275.

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2012-07-08 · last AC: 2012-07-08 · MS C++ (first AC) · Tags: binary search, brute force

[izban's solution](#)

1276.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[izban's solution](#)

1277.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[izban's solution](#)

1278.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-15 · last AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[izban's solution](#)

1279.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[izban's solution](#)

1280.

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[izban's solution](#)

1281.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[izban's solution](#)

1282.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2016-11-24 · last AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings
[izban's solution](#)

1283.

106193L

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

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1284.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1285.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1286.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1287.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1288.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1289.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1290.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · Python 3 (first AC) · Tags: —
[izban's solution](#)

1291.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1292.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1293.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1294.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1295.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1296.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1297.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1298.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1299.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1300.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1301.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1302.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1303.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1304.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1305.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[izban's solution](#)

1306.

1531D

[B 5CD0C#BOja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[izban's solution](#)

1307.

1531E3

[B 7DöB@, @Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search
[izban's solution](#)

1308.

1531E2

[B 7DöB@, @Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[izban's solution](#)

1309.

1531E1

[B 7DöB@, @Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[izban's solution](#)

1310.

1531C

[B 8CÄia<CTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp
[izban's solution](#)

1311.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[izban's solution](#)

1312.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[izban's solution](#)

1313.

1531A

[At8C030T@icolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[izban's solution](#)

1314.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1315.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1316.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1317.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1318.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1319.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1320.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1321.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1322.

101667F

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

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1323.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1324.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1325.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1326.

101161J

[Printing Press](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1327.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1328.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1329.

100140H

[A 805D! =C :C BCT@](#)

Rating: — · first AC: 2013-10-19 · last AC: 2017-07-23 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1330.

100140A

[AÄ00pAC,,<C ;DÄ=D´9 Cô>D\\$>C](#)

Rating: — · first AC: 2013-10-19 · last AC: 2017-07-23 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1331.

100188C

[B·00Ä00ò ?D >D BC O Ct0CD0Dt0](#)

Rating: — · first AC: 2017-07-23 · last AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1332.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1333.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1334.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1335.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1336.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1337.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1338.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1339.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1340.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1341.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1342.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1343.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1344.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1345.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1346.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1347.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1348.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1349.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1350.

101242G

[Oj!](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1351.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1352.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1353.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1354.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1355.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1356.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1357.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1358.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1359.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1360.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1361.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1362.

100834I

[Polycarp and Heat Exchangers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1363.

100834E

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1364.

100834K

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1365.

100834H

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1366.

100834B

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

Rating: — · first AC: 2017-02-13 · last AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1367.

100834J

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1368.

100834F

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1369.

100834D

[Polycarp and the Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1370.

100834G

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1371.

100834L

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1372.

100834C

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1373.

100834A

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

Rating: — · first AC: 2017-02-13 · last AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1374.

101150D

[Organize Your Train](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1375.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1376.

101150G

[Network Mess](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1377.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1378.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1379.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1380.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1381.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

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

1382.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

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

1383.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1384.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1385.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1386.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1387.

101194A

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

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1388.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1389.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1390.

101194F

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

Rating: — · first AC: 2017-01-28 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1391.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · Java 8 (first AC) · Tags: —

[izban's solution](#)

1392.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1393.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1394.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1395.

101194L

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

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1396.

101206C

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

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1397.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1398.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1399.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1400.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1401.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1402.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1403.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1404.

101206I

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

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1405.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1406.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1407.

100981F

[A50D > CD](#)

Rating: — · first AC: 2016-11-29 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1408.

100981E

[A5D D=CDAC=0Dò ECä:C=5C”=C O C`8C40](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1409.

100981D

[B20TB°](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1410.

100981C

[A@C@7Cä2Cä9 DD>CÔ4](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1411.

100981B

[A10CÄ5CÔ0 C CC=2](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1412.

100981A

[Aô@CâDâCÄ<C,,AD" f Ô3Câ CD >C\\$=Dö](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1413.

101156H

[Vugluscr and Mouse](#) · Tutorial

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1414.

101156D

[K-th sequence](#) · Tutorial

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1415.

101156F

[Polyomino Packing](#) · Tutorial

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1416.

101156G

[Non-Attacking Queens](#) · Tutorial

Rating: — · first AC: 2016-11-22 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1417.

101156K

[Seven-segment Display](#) · Tutorial

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1418.

101156M

[Addition](#) · Tutorial

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1419.

101156J

[Exclusive OR](#) · Tutorial

Rating: — · first AC: 2016-11-22 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1420.

101156N

[Cut Tiles](#) · Tutorial

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1421.

101156C

[Gary](#) · Tutorial

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1422.

101156B

[Fill the Triangle](#) · Tutorial

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1423.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1424.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1425.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1426.

101090F

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1427.

101090D

[Road to Home](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1428.

101090C

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

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1429.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1430.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1431.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1432.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1433.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1434.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1435.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1436.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1437.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1438.

101095H

[Hexagonal Parcels](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1439.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1440.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1441.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1442.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1443.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1444.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1445.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1446.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1447.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1448.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[izban's solution](#)

1449.

101124B

[Pouring Water](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1450.

101124E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1451.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1452.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1453.

101124J

[One-Armed Bandit](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1454.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1455.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1456.

101124I

[Odd Factor \(64 MB ML!\) · Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1457.

101124K

[Average Speed · Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1458.

101124C

[Old Chess Sets · Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1459.

101124M

[A multiplication game · Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1460.

101104F

[Evacuation · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1461.

101104G

[Decompression · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1462.

101104A

[Geodes · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1463.

101104H

[Rummikub · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1464.

101104L

[Sightseeing · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1465.

101104E

[The Bavarian Beer Party · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1466.

101104J

[Booksort · Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1467.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1468.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1469.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1470.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1471.

101078K

[B Vææær Öæ TFW!](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1472.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1473.

101078E

[Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1474.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1475.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1476.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1477.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1478.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1479.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1480.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1481.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[izban's solution](#)

1482.

100210I

[Secret Lab](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1483.

100210J

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1484.

100210E

[Fibonacci Period](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1485.

100210F

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

Rating: — · first AC: 2016-06-07 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1486.

100210B

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1487.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1488.

100210G

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

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1489.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1490.

100714B

[Big Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1491.

100714E

[Efficient Cartography](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1492.

100714G

[Golden Spire](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1493.

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1494.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1495.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1496.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1497.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1498.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1499.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · Python 3 (first AC) · Tags: —
[izban's solution](#)

1500.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1501.

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[izban's solution](#)

1502.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2016-02-01 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1503.

100551A

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

Rating: — · first AC: 2015-12-07 · last AC: 2015-12-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1504.

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1505.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1506.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1507.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1508.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1509.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1510.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1511.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —
[izban's solution](#)

1512.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1513.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1514.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1515.

100503D

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

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1516.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1517.

100503C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1518.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1519.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1520.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-27 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1521.

100125K

[Kingdom Subdivision](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1522.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · last AC: 2015-08-10 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1523.

100133I

[A×ODAD\\$@Cä:C€](#)

Rating: — · first AC: 2014-12-06 · last AC: 2014-12-06 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1524.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1525.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1526.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1527.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1528.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1529.

100497K

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

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1530.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1531.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1532.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1533.

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1534.

100494H

[Hard Evidence](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1535.

100494C

[Code Theft](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1536.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1537.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1538.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1539.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1540.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1541.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1542.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1543.

100486D

[Mine the Gradient](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1544.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 8 (first AC) · Tags: —

[izban's solution](#)

1545.

100486F

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

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1546.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1547.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1548.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1549.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1550.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1551.

100484J

[Hexagon Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1552.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1553.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1554.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[izban's solution](#)

1555.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1556.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1557.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1558.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1559.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1560.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1561.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1562.

100254F

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1563.

100254A

[Song contest](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1564.

100254B

[Message](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1565.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1566.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1567.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1568.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1569.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1570.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1571.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1572.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1573.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1574.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1575.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1576.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · Java 8 (first AC) · Tags: —
[izban's solution](#)

1577.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · Java 8 (first AC) · Tags: —

[izban's solution](#)

1578.

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1579.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1580.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1581.

100240I

[Moogle](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1582.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1583.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1584.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1585.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1586.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1587.

100236J

[Jokey Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1588.

100236H

[Hungry Robot](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1589.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1590.

100236G

[General Sohrab and General Sepehr!](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1591.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1592.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1593.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1594.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1595.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1596.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1597.

100454E

[A0D?C`OD\\$0](#)

Rating: — · first AC: 2014-06-09 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1598.

100454D

[A?C0AD\\$@D4:D\\$>D ?C,,;](#)

Rating: — · first AC: 2014-06-09 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1599.

100454C

[A'000D10D\\$>D =C O C0> DD8Ct8C#5](#)

Rating: — · first AC: 2014-06-09 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1600.

100454B

[A000D0C'5C#>C' CÄ0Ct>C0:CP](#)

Rating: — · first AC: 2014-06-09 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1601.

100454A

[B 0000ä@ Ct0CD0Dp](#)

Rating: — · first AC: 2014-06-09 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1602.

100231G

[Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1603.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1604.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1605.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[izban's solution](#)

1606.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1607.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1608.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1609.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —

[izban's solution](#)

1610.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1611.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1612.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1613.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1614.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1615.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1616.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1617.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1618.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1619.

100228J

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

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1620.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1621.

100198C

[Strange Counter](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1622.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-24 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1623.

100197E

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

Rating: — · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1624.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1625.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1626.

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1627.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1628.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1629.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1630.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-09 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1631.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-09 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1632.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: —
[izban's solution](#)

1633.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: —
[izban's solution](#)

1634.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1635.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1636.

100199D

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

Rating: — · first AC: 2013-12-03 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1637.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1638.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1639.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-02 · last AC: 2013-12-02 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1640.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1641.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1642.

100140D

[A\\$5DcH0,,=CÔ>-CÔ5C65D 5D 5C=0DäIC,,5D O C6CD\\$8](#)

Rating: — · first AC: 2013-10-19 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1643.

100140E

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1644.

100140C

[K-D 2D07CÔ>D BDÀ](#)

Rating: — · first AC: 2013-10-19 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1645.

100140F

[AD×0ABCÔ>](#)

Rating: — · first AC: 2013-10-19 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1646.

100227B

[Poly-polygonal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1647.

100227G

[BSP Trees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1648.

100227I

[Colored Points](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1649.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1650.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1651.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · FPC (first AC) · Tags: —
[izban's solution](#)

1652.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1653.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1654.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1655.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1656.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-12 · Python 3 (first AC) · Tags: —
[izban's solution](#)

1657.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1658.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1659.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1660.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1661.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1662.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1663.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1664.

100194F

[A+B+C+D](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1665.

100194E

[A@D15C`>CĐ](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1666.

100194J

[A0D1B,C,,8](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1667.

100194I

[A0@D0<CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1668.

100194H

[A@C1ACÔ0Dò AC\\$0CDLC 0](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1669.

100194G

[B->0m@Cä2C,,IC 2 C#C,,3C E](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1670.

100194C

[B ZD010T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1671.

100194D

[A#20ri@ D](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1672.

100194B

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1673.

100194A

[AÄ0048Dt5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1674.

100167B

[AD20riaC ?C,,BC =C](#)

Rating: — · first AC: 2013-03-08 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1675.

100167C

[A#CriaD\\$>](#)

Rating: — · first AC: 2013-03-08 · Python 2 (first AC) · Tags: —
[izban's solution](#)

1676.

100167A

[A6@QäC`OD\\$8CR 'CT@CÔ>C' 6CT<DtCCd8CÔK](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1677.

100171B

[B503CT=D\\$K](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1678.

100171A

[A55CDäC\\$KCR 7C <C#8](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1679.

100171C

[A700D=CäAD\\$L](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1680.

100165A

[A7@CäAD\\$0C';D°](#)

Rating: — · first AC: 2013-02-17 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1681.

100163D

[B 50ä@CTBCÔ0Dò ;C 1Cä@C BCä@C,,O](#)

Rating: — · first AC: 2013-02-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1682.

100163C

[AÄ5DrBCä ?D 5D BD4?C`5CÔ8Dö](#)

Rating: — · first AC: 2013-02-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1683.

100163B

[A78D,rG`0Dò <C HC,,=C#0](#)

Rating: — · first AC: 2013-02-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1684.

100163A

[AD50ÄACT<DÄ8 A40D =CTBD](#)

Rating: — · first AC: 2013-02-12 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1685.

100158C

[B\\$5DiACT@C :D](#)

Rating: — · first AC: 2013-02-02 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1686.

100158B

[AD5Dr6C BDÄ AD\\$@Cä9](#)

Rating: — · first AC: 2013-02-02 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1687.

100158A

[AöCñC BDÂ %C ;C=0](#)

Rating: — · first AC: 2013-02-02 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1688.

100143H

[Fans](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-28 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1689.

100141D

[B<Cti@D\\$!](#)

Rating: — · first AC: 2012-12-28 · MS C++ (first AC) · Tags: —
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1690.

100147C

[Energetic turtle](#) · [Tutorial](#)

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1691.

100147E

[Odd-even](#) · [Tutorial](#)

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1692.

100147D

[Weighting stones](#) · [Tutorial](#)

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1693.

100147F

[Skyline](#) · [Tutorial](#)

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1694.

100147H

[K-th path](#) · [Tutorial](#)

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1695.

100147G

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1696.

100147B

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1697.

100147A

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1698.

100143F

[King's Walk](#) · [Tutorial](#)

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1699.

100143E

[Black-and-white Square](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-22 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1700.

100143D

[T9](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-22 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1701.

100143C

[Cache](#) · [Tutorial](#)

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1702.

100143B

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[izban's solution](#)

1703.

100143A

[Document](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-21 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1704.

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Rating: — · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: —
[izban's solution](#)

1705.

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

1706.

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

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Rating: — · first AC: 2012-11-29 · MS C++ (first AC) · Tags: —
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1713.

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Rating: — · first AC: 2012-11-10 · MS C++ (first AC) · Tags: —
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1715.

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[izban's solution](#)

1717.

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Rating: — · first AC: 2012-11-10 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1719.

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Rating: — · first AC: 2012-11-10 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1720.

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Rating: — · first AC: 2012-11-10 · MS C++ (first AC) · Tags: —

[izban's solution](#)**1721.**

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[B50GD<C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2012-11-10 · GNU C++ (first AC) · Tags: —

[izban's solution](#)**1722.**

100119C

[C · Tutorial](#)

Rating: — · first AC: 2012-11-07 · last AC: 2012-11-07 · GNU C++0x (first AC) · Tags: —

[izban's solution](#)**1723.**

100119D

[D · Tutorial](#)

Rating: — · first AC: 2012-11-07 · last AC: 2012-11-07 · Delphi (first AC) · Tags: —

[izban's solution](#)**1724.**

100119B

[B · Tutorial](#)

Rating: — · first AC: 2012-11-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)**1725.**

100119A

[A · Tutorial](#)

Rating: — · first AC: 2012-11-07 · MS C++ (first AC) · Tags: —

[izban's solution](#)**1726.**

100110H

[Good Students and Bad Students · Tutorial](#)

Rating: — · first AC: 2012-10-27 · GNU C++ (first AC) · Tags: —

[izban's solution](#)**1727.**

100110A

[Asymmetric Art · Tutorial](#)

Rating: — · first AC: 2012-10-27 · GNU C++ (first AC) · Tags: —

[izban's solution](#)**1728.**

100110G

[RLE Size · Tutorial](#)

Rating: — · first AC: 2012-10-27 · GNU C++ (first AC) · Tags: —

[izban's solution](#)**1729.**

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Rating: — · first AC: 2012-09-23 · MS C++ (first AC) · Tags: —

[izban's solution](#)**1730.**

100058E

[E · Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[izban's solution](#)

1731.

100058D

[A4B D5D 5CDL](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1732.

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Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1733.

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Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1734.

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[B,70D C 0CD:C](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —
[izban's solution](#)

1735.

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[A72C 4D 0D](#)

Rating: — · first AC: 2012-06-06 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1736.

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Rating: — · first AC: 2012-06-06 · MS C++ (first AC) · Tags: —
[izban's solution](#)

1737.

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[B55C15D, >D0](#)

Rating: — · first AC: 2012-06-06 · MS C++ (first AC) · Tags: —
[izban's solution](#)