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Unique solved — jonathanirvings

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

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

Filters: none

Count: 951

1.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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3.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jonathanirvings's solution](#)

4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[jonathanirvings's solution](#)

5.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[jonathanirvings's solution](#)

6.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jonathanirvings's solution](#)

7.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jonathanirvings's solution](#)

8.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[jonathanirvings's solution](#)

9.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
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10.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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11.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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12.

1916A

[2023](#) · [Tutorial](#)

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[jonathanirvings's solution](#)

13.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jonathanirvings's solution](#)

14.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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15.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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16.

1810A

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

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[jonathanirvings's solution](#)

17.

1798A

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Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jonathanirvings's solution](#)

18.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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19.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[jonathanirvings's solution](#)

20.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jonathanirvings's solution](#)

21.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[jonathanirvings's solution](#)

22.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[jonathanirvings's solution](#)

23.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

24.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jonathanirvings's solution](#)

25.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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26.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[jonathanirvings's solution](#)

27.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jonathanirvings's solution](#)

28.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jonathanirvings's solution](#)

29.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

30.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[jonathanirvings's solution](#)

31.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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32.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

33.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[jonathanirvings's solution](#)

34.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jonathanirvings's solution](#)

35.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

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[jonathanirvings's solution](#)

36.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[jonathanirvings's solution](#)

37.

1550A

[Find The Array](#) · [Tutorial](#)

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[jonathanirvings's solution](#)

38.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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39.

1547B

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Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[jonathanirvings's solution](#)

40.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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41.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

42.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[jonathanirvings's solution](#)

43.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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44.

1523A

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Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jonathanirvings's solution](#)

45.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[jonathanirvings's solution](#)

46.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,808 global accepts · Rating: 800 · first AC: 2015-06-04 · last AC: 2020-07-24 · Python 2 (first AC) · Tags: brute force, math

[jonathanirvings's solution](#)

47.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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48.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math

[jonathanirvings's solution](#)

49.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[jonathanirvings's solution](#)

50.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jonathanirvings's solution](#)

51.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[jonathanirvings's solution](#)

52.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[jonathanirvings's solution](#)

53.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

54.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[jonathanirvings's solution](#)

55.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: math, number theory

[jonathanirvings's solution](#)

56.

581A

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

Quality: 84,956 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

57.

513A

[Game](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

58.

472A

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

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

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59.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2013-03-13 · PHP (first AC) · Tags: implementation

[jonathanirvings's solution](#)

60.

281A

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

Quality: 270,977 global accepts · Rating: 800 · first AC: 2013-03-13 · PHP (first AC) · Tags: implementation, strings

[jonathanirvings's solution](#)

61.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,730 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force

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62.

265A

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

Quality: 42,671 global accepts · Rating: 800 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

63.

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[jonathanirvings's solution](#)

64.

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2012-09-27 · Java 6 (first AC) · Tags: implementation

[jonathanirvings's solution](#)

65.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-07-11 · Java 6 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[jonathanirvings's solution](#)

66.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,462 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

67.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2012-02-03 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

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68.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

69.

110A

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

Quality: 199,493 global accepts · Rating: 800 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

70.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,526 global accepts · Rating: 800 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

71.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

72.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

73.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: strings

[jonathanirvings's solution](#)

74.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,702 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

75.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

76.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jonathanirvings's solution](#)

77.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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78.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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79.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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80.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jonathanirvings's solution](#)

81.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

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82.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

83.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jonathanirvings's solution](#)

84.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jonathanirvings's solution](#)

85.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jonathanirvings's solution](#)

86.

1543B

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Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[jonathanirvings's solution](#)

87.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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88.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

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89.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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90.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[jonathanirvings's solution](#)

91.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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92.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

93.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[jonathanirvings's solution](#)

94.

549A

[Face Detection](#) · [Tutorial](#)

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

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95.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: implementation

[jonathanirvings's solution](#)

96.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-30 · GNU C++ (first AC) · Tags: greedy, implementation

[jonathanirvings's solution](#)

97.

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: implementation, number theory

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98.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

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99.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-06 · Java 6 (first AC) · Tags: brute force, implementation

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100.

208A

[Dubstep](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

101.

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

102.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

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103.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,987 global accepts · Rating: 900 · first AC: 2012-02-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[jonathanirvings's solution](#)

104.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

105.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

106.

96A

[Football](#) · [Tutorial](#)

Quality: 193,643 global accepts · Rating: 900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[jonathanirvings's solution](#)

107.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[jonathanirvings's solution](#)

108.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jonathanirvings's solution](#)

109.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jonathanirvings's solution](#)

110.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[jonathanirvings's solution](#)

111.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[jonathanirvings's solution](#)

112.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jonathanirvings's solution](#)

113.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[jonathanirvings's solution](#)

114.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

115.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[jonathanirvings's solution](#)

116.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jonathanirvings's solution](#)

117.

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

[jonathanirvings's solution](#)

118.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jonathanirvings's solution](#)

119.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

120.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[jonathanirvings's solution](#)

121.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jonathanirvings's solution](#)

122.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[jonathanirvings's solution](#)

123.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[jonathanirvings's solution](#)

124.

577A

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

Quality: 45,284 global accepts · Rating: 1000 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: implementation, number theory

[jonathanirvings's solution](#)

125.

500A

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

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[jonathanirvings's solution](#)

126.

452A

[Eevee](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

127.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,265 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

128.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math

[jonathanirvings's solution](#)

129.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

130.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: greedy, implementation
[jonathanirvings's solution](#)

131.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation
[jonathanirvings's solution](#)

132.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings
[jonathanirvings's solution](#)

133.

195A

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

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math
[jonathanirvings's solution](#)

134.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: implementation
[jonathanirvings's solution](#)

135.

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: implementation
[jonathanirvings's solution](#)

136.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: math
[jonathanirvings's solution](#)

137.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation
[jonathanirvings's solution](#)

138.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation
[jonathanirvings's solution](#)

139.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,197 global accepts · Rating: 1000 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: math
[jonathanirvings's solution](#)

140.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings
[jonathanirvings's solution](#)

141.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2011-10-31 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

142.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2011-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[jonathanirvings's solution](#)

143.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

144.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

145.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jonathanirvings's solution](#)

146.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[jonathanirvings's solution](#)

147.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[jonathanirvings's solution](#)

148.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jonathanirvings's solution](#)

149.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jonathanirvings's solution](#)

150.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jonathanirvings's solution](#)

151.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jonathanirvings's solution](#)

152.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jonathanirvings's solution](#)

153.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[jonathanirvings's solution](#)

154.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jonathanirvings's solution](#)

155.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jonathanirvings's solution](#)

156.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[jonathanirvings's solution](#)

157.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

158.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: greedy

[jonathanirvings's solution](#)

159.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: implementation

[jonathanirvings's solution](#)

160.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: dp, implementation

[jonathanirvings's solution](#)

161.

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

162.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy

[jonathanirvings's solution](#)

163.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[jonathanirvings's solution](#)

164.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

165.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

166.

196A

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

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

[jonathanirvings's solution](#)

167.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

168.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special

[jonathanirvings's solution](#)

169.

190A

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

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

170.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,003 global accepts · Rating: 1100 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[jonathanirvings's solution](#)

171.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[jonathanirvings's solution](#)

172.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

173.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

174.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: math

[jonathanirvings's solution](#)

175.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[jonathanirvings's solution](#)

176.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

177.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jonathanirvings's solution](#)

178.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jonathanirvings's solution](#)

179.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[jonathanirvings's solution](#)

180.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[jonathanirvings's solution](#)

181.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[jonathanirvings's solution](#)

182.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jonathanirvings's solution](#)

183.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[jonathanirvings's solution](#)

184.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[jonathanirvings's solution](#)

185.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[jonathanirvings's solution](#)

186.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[jonathanirvings's solution](#)

187.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[jonathanirvings's solution](#)

188.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jonathanirvings's solution](#)

189.

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[jonathanirvings's solution](#)

190.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[jonathanirvings's solution](#)

191.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[jonathanirvings's solution](#)

192.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[jonathanirvings's solution](#)

193.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[jonathanirvings's solution](#)

194.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[jonathanirvings's solution](#)

195.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[jonathanirvings's solution](#)

196.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jonathanirvings's solution](#)

197.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

198.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[jonathanirvings's solution](#)

199.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[jonathanirvings's solution](#)

200.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[jonathanirvings's solution](#)

201.

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

[jonathanirvings's solution](#)

202.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[jonathanirvings's solution](#)

203.

264A

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

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

[jonathanirvings's solution](#)

204.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[jonathanirvings's solution](#)

205.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · Java 6 (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

206.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[jonathanirvings's solution](#)

207.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

208.

208D

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

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

[jonathanirvings's solution](#)

209.

180F

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

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

[jonathanirvings's solution](#)

210.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force

[jonathanirvings's solution](#)

211.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[jonathanirvings's solution](#)

212.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation

[jonathanirvings's solution](#)

213.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

214.

131B

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

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

[jonathanirvings's solution](#)

215.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jonathanirvings's solution](#)

216.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[jonathanirvings's solution](#)

217.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[jonathanirvings's solution](#)

218.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[jonathanirvings's solution](#)

219.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jonathanirvings's solution](#)

220.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jonathanirvings's solution](#)

221.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[jonathanirvings's solution](#)

222.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jonathanirvings's solution](#)

223.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[jonathanirvings's solution](#)

224.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[jonathanirvings's solution](#)

225.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jonathanirvings's solution](#)

226.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jonathanirvings's solution](#)

227.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[jonathanirvings's solution](#)

228.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jonathanirvings's solution](#)

229.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jonathanirvings's solution](#)

230.

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

[jonathanirvings's solution](#)

231.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[jonathanirvings's solution](#)

232.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jonathanirvings's solution](#)

233.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[jonathanirvings's solution](#)

234.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[jonathanirvings's solution](#)

235.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[jonathanirvings's solution](#)

236.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[jonathanirvings's solution](#)

237.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings
[jonathanirvings's solution](#)

238.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[jonathanirvings's solution](#)

239.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[jonathanirvings's solution](#)

240.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[jonathanirvings's solution](#)

241.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

242.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: math, number theory
[jonathanirvings's solution](#)

243.

288A

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

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

244.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory
[jonathanirvings's solution](#)

245.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers
[jonathanirvings's solution](#)

246.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math
[jonathanirvings's solution](#)

247.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math
[jonathanirvings's solution](#)

248.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-10 · Java 6 (first AC) · Tags: data structures, implementation
[jonathanirvings's solution](#)

249.

195B

[After Training](#) · [Tutorial](#)

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

250.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
[jonathanirvings's solution](#)

251.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math
[jonathanirvings's solution](#)

252.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force
[jonathanirvings's solution](#)

253.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, combinatorics
[jonathanirvings's solution](#)

254.

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[jonathanirvings's solution](#)

255.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory
[jonathanirvings's solution](#)

256.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation
[jonathanirvings's solution](#)

257.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: brute force, implementation
[jonathanirvings's solution](#)

258.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[jonathanirvings's solution](#)

259.

132A

[Turing Tape](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

260.

123A

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

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

[jonathanirvings's solution](#)

261.

124C

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

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

[jonathanirvings's solution](#)

262.

117A

[Elevator](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

263.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-09-07 · GNU C++ (first AC) · Tags: greedy

[jonathanirvings's solution](#)

264.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,102 global accepts · Rating: 1300 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[jonathanirvings's solution](#)

265.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jonathanirvings's solution](#)

266.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[jonathanirvings's solution](#)

267.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jonathanirvings's solution](#)

268.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[jonathanirvings's solution](#)

269.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[jonathanirvings's solution](#)

270.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[jonathanirvings's solution](#)

271.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

272.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jonathanirvings's solution](#)

273.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jonathanirvings's solution](#)

274.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jonathanirvings's solution](#)

275.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[jonathanirvings's solution](#)

276.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[jonathanirvings's solution](#)

277.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[jonathanirvings's solution](#)

278.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[jonathanirvings's solution](#)

279.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[jonathanirvings's solution](#)

280.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[jonathanirvings's solution](#)

281.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jonathanirvings's solution](#)

282.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[jonathanirvings's solution](#)

283.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[jonathanirvings's solution](#)

284.

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

[jonathanirvings's solution](#)

285.

581C

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

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

[jonathanirvings's solution](#)

286.

550B

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

Quality: 27,446 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[jonathanirvings's solution](#)

287.

513B1

[Permutations](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

288.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[jonathanirvings's solution](#)

289.

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

[jonathanirvings's solution](#)

290.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[jonathanirvings's solution](#)

291.

379C

[New Year Ratings Change](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

292.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[jonathanirvings's solution](#)

293.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[jonathanirvings's solution](#)

294.

289B

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

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2013-04-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[jonathanirvings's solution](#)

295.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

296.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

297.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[jonathanirvings's solution](#)

298.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-14 · GNU C++ (first AC) · Tags: greedy, sortings

[jonathanirvings's solution](#)

299.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math

[jonathanirvings's solution](#)

300.

253B

[Physics Practical](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

301.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: implementation

[jonathanirvings's solution](#)

302.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

303.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

304.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math

[jonathanirvings's solution](#)

305.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[jonathanirvings's solution](#)

306.

180C

[Letter](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

307.

175B

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

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

[jonathanirvings's solution](#)

308.

175A

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

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

[jonathanirvings's solution](#)

309.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[jonathanirvings's solution](#)

310.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[jonathanirvings's solution](#)

311.

158C

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

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2012-03-05 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[jonathanirvings's solution](#)

312.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics

[jonathanirvings's solution](#)

313.

150A

[Win or Freeze](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

314.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[jonathanirvings's solution](#)

315.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-31 · GNU C++ (first AC) · Tags: math

[jonathanirvings's solution](#)

316.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[jonathanirvings's solution](#)

317.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[jonathanirvings's solution](#)

318.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[jonathanirvings's solution](#)

319.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[jonathanirvings's solution](#)

320.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[jonathanirvings's solution](#)

321.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[jonathanirvings's solution](#)

322.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jonathanirvings's solution](#)

323.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[jonathanirvings's solution](#)

324.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jonathanirvings's solution](#)

325.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[jonathanirvings's solution](#)

326.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[jonathanirvings's solution](#)

327.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jonathanirvings's solution](#)

328.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[jonathanirvings's solution](#)

329.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[jonathanirvings's solution](#)

330.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

331.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[jonathanirvings's solution](#)

332.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jonathanirvings's solution](#)

333.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jonathanirvings's solution](#)

334.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jonathanirvings's solution](#)

335.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jonathanirvings's solution](#)

336.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[jonathanirvings's solution](#)

337.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · last AC: 2017-04-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[jonathanirvings's solution](#)

338.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[jonathanirvings's solution](#)

339.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[jonathanirvings's solution](#)

340.

696A

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

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

[jonathanirvings's solution](#)

341.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

342.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[jonathanirvings's solution](#)

343.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,868 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: dp, greedy

[jonathanirvings's solution](#)

344.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[jonathanirvings's solution](#)

345.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[jonathanirvings's solution](#)

346.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,975 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[jonathanirvings's solution](#)

347.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[jonathanirvings's solution](#)

348.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[jonathanirvings's solution](#)

349.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[jonathanirvings's solution](#)

350.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: combinatorics, greedy

[jonathanirvings's solution](#)

351.

356A

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

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

[jonathanirvings's solution](#)

352.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs

[jonathanirvings's solution](#)

353.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-04 · GNU C++ (first AC) · Tags: combinatorics

[jonathanirvings's solution](#)

354.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

355.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[jonathanirvings's solution](#)

356.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · Java 6 (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

357.

264B

[Good Sequences](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

358.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation

[jonathanirvings's solution](#)

359.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation, sortings

[jonathanirvings's solution](#)

360.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

361.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[jonathanirvings's solution](#)

362.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[jonathanirvings's solution](#)

363.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: data structures

[jonathanirvings's solution](#)

364.

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: greedy, math, sortings

[jonathanirvings's solution](#)

365.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: dp, math, matrices

[jonathanirvings's solution](#)

366.

165B

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

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, implementation

[jonathanirvings's solution](#)

367.

159D

[Palindrome pairs](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

368.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: implementation, strings

[jonathanirvings's solution](#)

369.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[jonathanirvings's solution](#)

370.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms

[jonathanirvings's solution](#)

371.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[jonathanirvings's solution](#)

372.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[jonathanirvings's solution](#)

373.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jonathanirvings's solution](#)

374.

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

[jonathanirvings's solution](#)

375.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[jonathanirvings's solution](#)

376.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[jonathanirvings's solution](#)

377.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[jonathanirvings's solution](#)

378.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jonathanirvings's solution](#)

379.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[jonathanirvings's solution](#)

380.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[jonathanirvings's solution](#)

381.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jonathanirvings's solution](#)

382.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jonathanirvings's solution](#)

383.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[jonathanirvings's solution](#)

384.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[jonathanirvings's solution](#)

385.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[jonathanirvings's solution](#)

386.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[jonathanirvings's solution](#)

387.

715A

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

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

[jonathanirvings's solution](#)

388.

682C

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

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

[jonathanirvings's solution](#)

389.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[jonathanirvings's solution](#)

390.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[jonathanirvings's solution](#)

391.

500C

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

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

[jonathanirvings's solution](#)

392.

500B

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

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

[jonathanirvings's solution](#)

393.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[jonathanirvings's solution](#)

394.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[jonathanirvings's solution](#)

395.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[jonathanirvings's solution](#)

396.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
[jonathanirvings's solution](#)

397.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings
[jonathanirvings's solution](#)

398.

373C

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

Rating: 1600 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers
[jonathanirvings's solution](#)

399.

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers
[jonathanirvings's solution](#)

400.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: binary search, brute force
[jonathanirvings's solution](#)

401.

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2013-11-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[jonathanirvings's solution](#)

402.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[jonathanirvings's solution](#)

403.

346A

[Alice and Bob](#) · [Tutorial](#)

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

404.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math
[jonathanirvings's solution](#)

405.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[jonathanirvings's solution](#)

406.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[jonathanirvings's solution](#)

407.

253C

[Text Editor](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

408.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[jonathanirvings's solution](#)

409.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[jonathanirvings's solution](#)

410.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[jonathanirvings's solution](#)

411.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[jonathanirvings's solution](#)

412.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[jonathanirvings's solution](#)

413.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[jonathanirvings's solution](#)

414.

225B

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

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

[jonathanirvings's solution](#)

415.

219C

[Color Stripe](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

416.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-07-11 · Java 6 (first AC) · Tags: constructive algorithms, games, math

[jonathanirvings's solution](#)

417.

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

418.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers
[jonathanirvings's solution](#)

419.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory
[jonathanirvings's solution](#)

420.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-28 · GNU C++ (first AC) · Tags: implementation, math
[jonathanirvings's solution](#)

421.

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
[jonathanirvings's solution](#)

422.

150B

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

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

423.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, math
[jonathanirvings's solution](#)

424.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math
[jonathanirvings's solution](#)

425.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math
[jonathanirvings's solution](#)

426.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[jonathanirvings's solution](#)

427.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: implementation, strings
[jonathanirvings's solution](#)

428.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[jonathanirvings's solution](#)

429.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[jonathanirvings's solution](#)

430.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jonathanirvings's solution](#)

431.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jonathanirvings's solution](#)

432.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[jonathanirvings's solution](#)

433.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[jonathanirvings's solution](#)

434.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[jonathanirvings's solution](#)

435.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

436.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[jonathanirvings's solution](#)

437.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jonathanirvings's solution](#)

438.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jonathanirvings's solution](#)

439.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[jonathanirvings's solution](#)

440.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[jonathanirvings's solution](#)

441.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[jonathanirvings's solution](#)

442.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jonathanirvings's solution](#)

443.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[jonathanirvings's solution](#)

444.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[jonathanirvings's solution](#)

445.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[jonathanirvings's solution](#)

446.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jonathanirvings's solution](#)

447.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[jonathanirvings's solution](#)

448.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[jonathanirvings's solution](#)

449.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[jonathanirvings's solution](#)

450.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[jonathanirvings's solution](#)

451.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[jonathanirvings's solution](#)

452.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

453.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[jonathanirvings's solution](#)

454.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jonathanirvings's solution](#)

455.

575D

[Tablecity](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

456.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[jonathanirvings's solution](#)

457.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[jonathanirvings's solution](#)

458.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[jonathanirvings's solution](#)

459.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[jonathanirvings's solution](#)

460.

288C

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

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461.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[jonathanirvings's solution](#)

462.

283B

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[jonathanirvings's solution](#)

463.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[jonathanirvings's solution](#)

464.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[jonathanirvings's solution](#)

465.

225C

[Barcode](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

466.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: constructive algorithms, dp, math

[jonathanirvings's solution](#)

467.

216B

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Quality: 7,029 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[jonathanirvings's solution](#)

468.

193A

[Cutting Figure](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

469.

183A

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470.

161B

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471.

148C

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Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[jonathanirvings's solution](#)

472.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math
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473.

106D

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Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: brute force, implementation
[jonathanirvings's solution](#)

474.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: dp
[jonathanirvings's solution](#)

475.

99C

[Help Victoria the Wise](#) · [Tutorial](#)

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[jonathanirvings's solution](#)

476.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, greedy
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477.

652D

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Quality: 4,797 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
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478.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
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479.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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480.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
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481.

1750D

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Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
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482.

1572A

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Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[jonathanirvings's solution](#)

483.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings
[jonathanirvings's solution](#)

484.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[jonathanirvings's solution](#)

485.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[jonathanirvings's solution](#)

486.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[jonathanirvings's solution](#)

487.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[jonathanirvings's solution](#)

488.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
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489.

1394A

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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
[jonathanirvings's solution](#)

490.

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
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491.

1299B

[Aerodynamic](#) · [Tutorial](#)

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

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492.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[jonathanirvings's solution](#)

493.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · last AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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494.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

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495.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[jonathanirvings's solution](#)

496.

185B

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Quality: 1,786 global accepts · Rating: 1800 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: math, ternary search

[jonathanirvings's solution](#)

497.

575H

[Bots](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

498.

513G1

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

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

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499.

513B2

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

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500.

452B

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Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[jonathanirvings's solution](#)

501.

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

[jonathanirvings's solution](#)

502.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: math, sortings

[jonathanirvings's solution](#)

503.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: data structures, dsu, implementation, trees

[jonathanirvings's solution](#)

504.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[jonathanirvings's solution](#)

505.

251B

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

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

[jonathanirvings's solution](#)

506.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[jonathanirvings's solution](#)

507.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[jonathanirvings's solution](#)

508.

222C

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

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

[jonathanirvings's solution](#)

509.

201B

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Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: math, ternary search

[jonathanirvings's solution](#)

510.

188H

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Quality: 686 global accepts · Rating: 1800 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, expression parsing, implementation

[jonathanirvings's solution](#)

511.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: dp

[jonathanirvings's solution](#)

512.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: binary search, dp, two pointers
[jonathanirvings's solution](#)

513.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-02-03 · GNU C++ (first AC) · Tags: dp, games, math, probabilities
[jonathanirvings's solution](#)

514.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms
[jonathanirvings's solution](#)

515.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: graph matchings, greedy, math
[jonathanirvings's solution](#)

516.

142B

[Help General](#) · [Tutorial](#)

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

517.

140B

[New Year Cards](#) · [Tutorial](#)

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

518.

140D

[New Year Contest](#) · [Tutorial](#)

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

519.

140C

[New Year Snowmen](#) · [Tutorial](#)

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

520.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: dp
[jonathanirvings's solution](#)

521.

117B

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

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory
[jonathanirvings's solution](#)

522.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-09-07 · GNU C++ (first AC) · Tags: brute force
[jonathanirvings's solution](#)

523.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[jonathanirvings's solution](#)

524.

1957D

[A BIT of an Inequality](#) · Tutorial

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[jonathanirvings's solution](#)

525.

1945F

[Kirill and Mushrooms](#) · Tutorial

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[jonathanirvings's solution](#)

526.

1906E

[Merge Not Sort](#) · Tutorial

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[jonathanirvings's solution](#)

527.

1817B

[Fish Graph](#) · Tutorial

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

[jonathanirvings's solution](#)

528.

1746D

[Paths on the Tree](#) · Tutorial

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jonathanirvings's solution](#)

529.

1738D

[Permutation Addicts](#) · Tutorial

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[jonathanirvings's solution](#)

530.

1696D

[Permutation Graph](#) · Tutorial

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[jonathanirvings's solution](#)

531.

1656D

[K-good](#) · Tutorial

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jonathanirvings's solution](#)

532.

1613D

[MEX Sequences](#) · Tutorial

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[jonathanirvings's solution](#)

533.

1569D

[Inconvenient Pairs](#) · Tutorial

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, sortings, two pointers

[jonathanirvings's solution](#)

534.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[jonathanirvings's solution](#)

535.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jonathanirvings's solution](#)

536.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[jonathanirvings's solution](#)

537.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[jonathanirvings's solution](#)

538.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[jonathanirvings's solution](#)

539.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[jonathanirvings's solution](#)

540.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[jonathanirvings's solution](#)

541.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jonathanirvings's solution](#)

542.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[jonathanirvings's solution](#)

543.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[jonathanirvings's solution](#)

544.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[jonathanirvings's solution](#)

545.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[jonathanirvings's solution](#)

546.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[jonathanirvings's solution](#)

547.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[jonathanirvings's solution](#)

548.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[jonathanirvings's solution](#)

549.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · last AC: 2017-04-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[jonathanirvings's solution](#)

550.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · last AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[jonathanirvings's solution](#)

551.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[jonathanirvings's solution](#)

552.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[jonathanirvings's solution](#)

553.

685B

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

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

554.

682D

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

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

555.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special
[jonathanirvings's solution](#)

556.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[jonathanirvings's solution](#)

557.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[jonathanirvings's solution](#)

558.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[jonathanirvings's solution](#)

559.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[jonathanirvings's solution](#)

560.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[jonathanirvings's solution](#)

561.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
[jonathanirvings's solution](#)

562.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation
[jonathanirvings's solution](#)

563.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings
[jonathanirvings's solution](#)

564.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp
[jonathanirvings's solution](#)

565.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math
[jonathanirvings's solution](#)

566.

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-10-09 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[jonathanirvings's solution](#)

567.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math
[jonathanirvings's solution](#)

568.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: geometry, math, sortings
[jonathanirvings's solution](#)

569.

135C

[Zero-One](#) · [Tutorial](#)

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

570.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory
[jonathanirvings's solution](#)

571.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[jonathanirvings's solution](#)

572.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[jonathanirvings's solution](#)

573.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[jonathanirvings's solution](#)

574.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[jonathanirvings's solution](#)

575.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[jonathanirvings's solution](#)

576.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[jonathanirvings's solution](#)

577.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[jonathanirvings's solution](#)

578.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[jonathanirvings's solution](#)

579.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[jonathanirvings's solution](#)

580.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[jonathanirvings's solution](#)

581.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[jonathanirvings's solution](#)

582.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[jonathanirvings's solution](#)

583.

696C

[PLEASE](#) · [Tutorial](#)

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

584.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[jonathanirvings's solution](#)

585.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[jonathanirvings's solution](#)

586.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[jonathanirvings's solution](#)

587.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[jonathanirvings's solution](#)

588.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[jonathanirvings's solution](#)

589.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-19 · last AC: 2015-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[jonathanirvings's solution](#)

590.

513C

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

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

[jonathanirvings's solution](#)

591.

461B

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

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

[jonathanirvings's solution](#)

592.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[jonathanirvings's solution](#)

593.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[jonathanirvings's solution](#)

594.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[jonathanirvings's solution](#)

595.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2013-12-19 · GNU C++ (first AC) · Tags: binary search, data structures, dp, trees

[jonathanirvings's solution](#)

596.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, math, two pointers

[jonathanirvings's solution](#)

597.

341C

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

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

[jonathanirvings's solution](#)

598.

264C

[Choosing Balls](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

599.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: brute force, two pointers

[jonathanirvings's solution](#)

600.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: bitmasks, data structures

[jonathanirvings's solution](#)

601.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2011-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[jonathanirvings's solution](#)

602.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[jonathanirvings's solution](#)

603.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jonathanirvings's solution](#)

604.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[jonathanirvings's solution](#)

605.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[jonathanirvings's solution](#)

606.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jonathanirvings's solution](#)

607.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[jonathanirvings's solution](#)

608.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[jonathanirvings's solution](#)

609.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[jonathanirvings's solution](#)

610.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jonathanirvings's solution](#)

611.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · last AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[jonathanirvings's solution](#)

612.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[jonathanirvings's solution](#)

613.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[jonathanirvings's solution](#)

614.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[jonathanirvings's solution](#)

615.

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

[jonathanirvings's solution](#)

616.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[jonathanirvings's solution](#)

617.

840B

[Leha and another game about graph](#) · Tutorial

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[jonathanirvings's solution](#)

618.

793D

[Presents in Bankopolis](#) · Tutorial

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[jonathanirvings's solution](#)

619.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[jonathanirvings's solution](#)

620.

321C

[Ciel the Commander](#) · Tutorial

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[jonathanirvings's solution](#)

621.

576B

[Invariance of Tree](#) · Tutorial

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2016-02-18 · last AC: 2016-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jonathanirvings's solution](#)

622.

601B

[Lipshitz Sequence](#) · Tutorial

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: data structures, math

[jonathanirvings's solution](#)

623.

575F

[Bulbo](#) · Tutorial

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

[jonathanirvings's solution](#)

624.

549H

[Degenerate Matrix](#) · Tutorial

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

[jonathanirvings's solution](#)

625.

455C

[Civilization](#) · Tutorial

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[jonathanirvings's solution](#)

626.

452C

[Magic Trick](#) · Tutorial

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[jonathanirvings's solution](#)

627.

414C

[Mashmokh 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
[jonathanirvings's solution](#)

628.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[jonathanirvings's solution](#)

629.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: dp
[jonathanirvings's solution](#)

630.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: dp, implementation
[jonathanirvings's solution](#)

631.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy
[jonathanirvings's solution](#)

632.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: math, number theory
[jonathanirvings's solution](#)

633.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
[jonathanirvings's solution](#)

634.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jonathanirvings's solution](#)

635.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[jonathanirvings's solution](#)

636.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[jonathanirvings's solution](#)

637.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[jonathanirvings's solution](#)

638.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees
[jonathanirvings's solution](#)

639.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[jonathanirvings's solution](#)

640.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[jonathanirvings's solution](#)

641.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[jonathanirvings's solution](#)

642.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[jonathanirvings's solution](#)

643.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[jonathanirvings's solution](#)

644.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[jonathanirvings's solution](#)

645.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[jonathanirvings's solution](#)

646.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[jonathanirvings's solution](#)

647.

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

[jonathanirvings's solution](#)

648.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[jonathanirvings's solution](#)

649.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[jonathanirvings's solution](#)

650.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[jonathanirvings's solution](#)

651.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jonathanirvings's solution](#)

652.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[jonathanirvings's solution](#)

653.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · last AC: 2017-04-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[jonathanirvings's solution](#)

654.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[jonathanirvings's solution](#)

655.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[jonathanirvings's solution](#)

656.

575G

[Run for beer](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

657.

575B

[Bribes](#) · [Tutorial](#)

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

658.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games
[jonathanirvings's solution](#)

659.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[jonathanirvings's solution](#)

660.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jonathanirvings's solution](#)

661.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation
[jonathanirvings's solution](#)

662.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[jonathanirvings's solution](#)

663.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2013-11-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[jonathanirvings's solution](#)

664.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp
[jonathanirvings's solution](#)

665.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[jonathanirvings's solution](#)

666.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[jonathanirvings's solution](#)

667.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar,

greedy, trees

[jonathanirvings's solution](#)

668.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[jonathanirvings's solution](#)

669.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[jonathanirvings's solution](#)

670.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jonathanirvings's solution](#)

671.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[jonathanirvings's solution](#)

672.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[jonathanirvings's solution](#)

673.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[jonathanirvings's solution](#)

674.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[jonathanirvings's solution](#)

675.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jonathanirvings's solution](#)

676.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[jonathanirvings's solution](#)

677.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[jonathanirvings's solution](#)

678.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jonathanirvings's solution](#)

679.

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

[jonathanirvings's solution](#)

680.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[jonathanirvings's solution](#)

681.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[jonathanirvings's solution](#)

682.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[jonathanirvings's solution](#)

683.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · last AC: 2017-04-29 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[jonathanirvings's solution](#)

684.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[jonathanirvings's solution](#)

685.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: flows

[jonathanirvings's solution](#)

686.

601C

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

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[jonathanirvings's solution](#)

687.

549B

[Lookery Party](#) · [Tutorial](#)

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

[jonathanirvings's solution](#)

688.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: data structures, dp

[jonathanirvings's solution](#)

689.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jonathanirvings's solution](#)

690.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[jonathanirvings's solution](#)

691.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[jonathanirvings's solution](#)

692.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[jonathanirvings's solution](#)

693.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[jonathanirvings's solution](#)

694.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jonathanirvings's solution](#)

695.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[jonathanirvings's solution](#)

696.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[jonathanirvings's solution](#)

697.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[jonathanirvings's solution](#)

698.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[jonathanirvings's solution](#)

699.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · last AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[jonathanirvings's solution](#)

700.

908F

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

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[jonathanirvings's solution](#)

701.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2017-02-08 · last AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[jonathanirvings's solution](#)

702.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[jonathanirvings's solution](#)

703.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[jonathanirvings's solution](#)

704.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar

[jonathanirvings's solution](#)

705.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: graphs, implementation

[jonathanirvings's solution](#)

706.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[jonathanirvings's solution](#)

707.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[jonathanirvings's solution](#)

708.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[jonathanirvings's solution](#)

709.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jonathanirvings's solution](#)

710.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[jonathanirvings's solution](#)

711.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[jonathanirvings's solution](#)

712.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[jonathanirvings's solution](#)

713.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[jonathanirvings's solution](#)

714.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[jonathanirvings's solution](#)

715.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[jonathanirvings's solution](#)

716.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[jonathanirvings's solution](#)

717.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[jonathanirvings's solution](#)

718.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[jonathanirvings's solution](#)

719.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[jonathanirvings's solution](#)

720.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[jonathanirvings's solution](#)

721.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: combinatorics, math
[jonathanirvings's solution](#)

722.

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: *special, constructive algorithms
[jonathanirvings's solution](#)

723.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[jonathanirvings's solution](#)

724.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[jonathanirvings's solution](#)

725.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[jonathanirvings's solution](#)

726.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[jonathanirvings's solution](#)

727.

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
[jonathanirvings's solution](#)

728.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[jonathanirvings's solution](#)

729.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[jonathanirvings's solution](#)

730.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jonathanirvings's solution](#)

731.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[jonathanirvings's solution](#)

732.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[jonathanirvings's solution](#)

733.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[jonathanirvings's solution](#)

734.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[jonathanirvings's solution](#)

735.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[jonathanirvings's solution](#)

736.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[jonathanirvings's solution](#)

737.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[jonathanirvings's solution](#)

738.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[jonathanirvings's solution](#)

739.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[jonathanirvings's solution](#)

740.

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
[jonathanirvings's solution](#)

741.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[jonathanirvings's solution](#)

742.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings
[jonathanirvings's solution](#)

743.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: dp, hashing
[jonathanirvings's solution](#)

744.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[jonathanirvings's solution](#)

745.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp
[jonathanirvings's solution](#)

746.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jonathanirvings's solution](#)

747.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jonathanirvings's solution](#)

748.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[jonathanirvings's solution](#)

749.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[jonathanirvings's solution](#)

750.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[jonathanirvings's solution](#)

751.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[jonathanirvings's solution](#)

752.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[jonathanirvings's solution](#)

753.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[jonathanirvings's solution](#)

754.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[jonathanirvings's solution](#)

755.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[jonathanirvings's solution](#)

756.

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · last AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jonathanirvings's solution](#)

757.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jonathanirvings's solution](#)

758.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, games, math
[jonathanirvings's solution](#)

759.

1952J

[Help, what does it mean to be "Based" · Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[jonathanirvings's solution](#)

760.

1952D

[Are You a Procrastinator? · Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[jonathanirvings's solution](#)

761.

1952F

[Grid · Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[jonathanirvings's solution](#)

762.

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[jonathanirvings's solution](#)

763.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[jonathanirvings's solution](#)

764.

1812C

[Digits · Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[jonathanirvings's solution](#)

765.

1812E

[Not a Geometry Problem · Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math
[jonathanirvings's solution](#)

766.

1812D

[Trivial Conjecture · Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory
[jonathanirvings's solution](#)

767.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[jonathanirvings's solution](#)

768.

1812B

[Was it Rated? · Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation
[jonathanirvings's solution](#)

769.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings
[jonathanirvings's solution](#)

770.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math
[jonathanirvings's solution](#)

771.

1663B

[Mike's Sequence · Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math
[jonathanirvings's solution](#)

772.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees
[jonathanirvings's solution](#)

773.

101095S

[Robotic Sort · Tutorial](#)

Rating: — · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

774.

398D

[Instant Messenger · Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[jonathanirvings's solution](#)

775.

101156M

[Addition · Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

776.

101156G

[Non-Attacking Queens · Tutorial](#)

Rating: — · first AC: 2016-11-09 · Java 8 (first AC) · Tags: —
[jonathanirvings's solution](#)

777.

101156I

[Fleet Vulnerability · Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

778.

101156B

[Fill the Triangle · Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

779.

101156K

[Seven-segment Display · Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

780.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

781.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

782.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

783.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

784.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

785.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · last AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

786.

101138A

[Yet Another Problem with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

787.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

788.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

789.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

790.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

791.

101138E

[Bravebear](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

792.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

793.

101116L

[Sympathetic Tables](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

794.

101116C

[Card Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

795.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

796.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

797.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

798.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

799.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

800.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

801.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

802.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

803.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

804.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

805.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

806.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

807.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

808.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

809.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

810.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

811.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

812.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

813.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

814.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

815.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

816.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[jonathanirvings's solution](#)

817.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

818.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

819.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

820.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

821.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

822.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

823.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

824.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

825.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

826.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
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827.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · last AC: 2015-10-19 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

828.

100781G

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

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829.

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
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830.

100712D

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

Rating: — · first AC: 2015-09-16 · last AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
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831.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

832.

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

833.

100712F

[Travelling Salesman](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

834.

100712B

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

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

835.

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

836.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

837.

100712K

[Runtime Error](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

838.

100712E

[Epic Professor](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

839.

100712C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

840.

100712A

[Who Is The Winner](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

841.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

842.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

843.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

844.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · Java 8 (first AC) · Tags: —
[jonathanirvings's solution](#)

845.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

846.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

847.

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

848.

100641A

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

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

849.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

850.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[jonathanirvings's solution](#)

851.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: implementation
[jonathanirvings's solution](#)

852.

100541J

[Math Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

853.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

854.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · last AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

855.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

856.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

857.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

858.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

859.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

860.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

861.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

862.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

863.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

864.

100534E

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

865.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

866.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

867.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

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[jonathanirvings's solution](#)

868.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

869.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

870.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

871.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

872.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

873.

100526F

[Floating Formation](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

874.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

875.

100526C

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

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

876.

100526I

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

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

877.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
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878.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

879.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

880.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

881.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

882.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

883.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

884.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

885.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

886.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

887.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

888.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

889.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

890.

100499H

[CCTV](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

891.

100499E

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

892.

100499I

[Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

893.

100499A

[Cool number](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

894.

100499J

[Healthy Recipes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

895.

100499D

[Pairwise Coprime Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

896.

100499G

[Visual Illusion](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

897.

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

898.

100503E

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

899.

100503J

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

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

900.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

901.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

902.

100503C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

903.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

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904.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
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905.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

906.

100494C

[Code Theft](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

907.

100494D

[Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

908.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

909.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

910.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

911.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

912.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

913.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

914.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

915.

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

916.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

917.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

918.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

919.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

920.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

921.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · Java 8 (first AC) · Tags: —
[jonathanirvings's solution](#)

922.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —
[jonathanirvings's solution](#)

923.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · D (first AC) · Tags: —

[jonathanirvings's solution](#)

924.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · D (first AC) · Tags: —

[jonathanirvings's solution](#)

925.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[jonathanirvings's solution](#)

926.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[jonathanirvings's solution](#)

927.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · D (first AC) · Tags: —

[jonathanirvings's solution](#)

928.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

929.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[jonathanirvings's solution](#)

930.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

931.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

932.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

933.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

934.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

935.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

936.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · last AC: 2013-10-10 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

937.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

938.

100240E

[Circle of Debt](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

939.

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

940.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

941.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

942.

100240I

[Moogles](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

943.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

944.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[jonathanirvings's solution](#)

945.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

946.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

947.

100236G

[General Sohrab and General Sepehr!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

948.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

949.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

950.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)

951.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[jonathanirvings's solution](#)