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Unique solved — josdas

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

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

Filters: none

Count: 525

1.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[josdas's solution](#)

2.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-11-18 · PyPy 3 (first AC) · Tags: implementation
[josdas's solution](#)

3.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-11-17 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math
[josdas's solution](#)

4.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2016-11-17 · PyPy 3 (first AC) · Tags: implementation, strings
[josdas's solution](#)

5.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation
[josdas's solution](#)

6.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[josdas's solution](#)

7.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[josdas's solution](#)

8.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-22 · Python 3 (first AC) · Tags: implementation
[josdas's solution](#)

9.

630A

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

Quality: 93,506 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory
[josdas's solution](#)

10.

599A

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

Quality: 31,437 global accepts · Rating: 800 · first AC: 2015-11-20 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

11.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · last AC: 2015-06-12 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[josdas's solution](#)

12.

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, implementation, math

[josdas's solution](#)

13.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation

[josdas's solution](#)

14.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[josdas's solution](#)

15.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: math, number theory

[josdas's solution](#)

16.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

17.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · MS C++ (first AC) · Tags: implementation, math

[josdas's solution](#)

18.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2017-02-25 · JavaScript (first AC) · Tags: implementation, sortings, strings

[josdas's solution](#)

19.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-25 · JavaScript (first AC) · Tags: constructive algorithms, sortings

[josdas's solution](#)

20.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-25 · JavaScript (first AC) · Tags: brute force, implementation, strings

[josdas's solution](#)

21.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-22 · last AC: 2016-05-22 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[josdas's solution](#)

22.

611A

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

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

[josdas's solution](#)

23.

549A

[Face Detection](#) · [Tutorial](#)

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

[josdas's solution](#)

24.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

25.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

26.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[josdas's solution](#)

27.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-22 · Python 3 (first AC) · Tags: implementation

[josdas's solution](#)

28.

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-22 · Python 3 (first AC) · Tags: constructive algorithms, implementation, strings

[josdas's solution](#)

29.

641A

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

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

[josdas's solution](#)

30.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[josdas's solution](#)

31.

637A

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

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

[josdas's solution](#)

32.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[josdas's solution](#)

33.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[josdas's solution](#)

34.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[josdas's solution](#)

35.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: greedy, math

[josdas's solution](#)

36.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[josdas's solution](#)

37.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

38.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

39.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-22 · PyPy 3 (first AC) · Tags: math

[josdas's solution](#)

40.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[josdas's solution](#)

41.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[josdas's solution](#)

42.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[josdas's solution](#)

43.

596A

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

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

[jodas's solution](#)

44.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: implementation

[jodas's solution](#)

45.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force

[jodas's solution](#)

46.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2014-10-16 · MS C++ (first AC) · Tags: implementation

[jodas's solution](#)

47.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: implementation

[jodas's solution](#)

48.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · MS C++ (first AC) · Tags: implementation

[jodas's solution](#)

49.

467B

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

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[jodas's solution](#)

50.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2014-08-09 · MS C++ (first AC) · Tags: sortings

[jodas's solution](#)

51.

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[jodas's solution](#)

52.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2017-02-25 · JavaScript (first AC) · Tags: implementation

[jodas's solution](#)

53.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-11-18 · PyPy 3 (first AC) · Tags: implementation, sortings

[jodas's solution](#)

54.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[josdas's solution](#)

55.

717C

[Potions Homework](#) · [Tutorial](#)

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

[josdas's solution](#)

56.

708A

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

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

[josdas's solution](#)

57.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

58.

639A

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

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

[josdas's solution](#)

59.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,844 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[josdas's solution](#)

60.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[josdas's solution](#)

61.

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[josdas's solution](#)

62.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · MS C++ (first AC) · Tags: *special, implementation

[josdas's solution](#)

63.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: binary search, implementation

[josdas's solution](#)

64.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-12 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

65.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-31 · MS C++ (first AC) · Tags: brute force, implementation

[josdas's solution](#)

66.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-09 · MS C++ (first AC) · Tags: math, number theory

[josdas's solution](#)

67.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · MS C++ (first AC) · Tags: greedy, implementation, math

[josdas's solution](#)

68.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: brute force, implementation, schedules

[josdas's solution](#)

69.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[josdas's solution](#)

70.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · MS C++ (first AC) · Tags: brute force, implementation

[josdas's solution](#)

71.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

72.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

73.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[josdas's solution](#)

74.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[josdas's solution](#)

75.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[josdas's solution](#)

76.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[josdas's solution](#)

77.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[josdas's solution](#)

78.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[josdas's solution](#)

79.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[josdas's solution](#)

80.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, math, strings

[josdas's solution](#)

81.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

82.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2014-10-16 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[josdas's solution](#)

83.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

84.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · MS C++ (first AC) · Tags: implementation, sortings

[josdas's solution](#)

85.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[josdas's solution](#)

86.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[josdas's solution](#)

87.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: interactive
[josdas's solution](#)

88.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[josdas's solution](#)

89.

843A

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

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

90.

804B

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

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

91.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[josdas's solution](#)

92.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[josdas's solution](#)

93.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · MS C++ (first AC) · Tags: constructive algorithms, interactive, math
[josdas's solution](#)

94.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-22 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math
[josdas's solution](#)

95.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation
[josdas's solution](#)

96.

637C

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

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

[josdas's solution](#)

97.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, dfs and similar, games

[josdas's solution](#)

98.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[josdas's solution](#)

99.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[josdas's solution](#)

100.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, greedy

[josdas's solution](#)

101.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: implementation

[josdas's solution](#)

102.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2014-10-19 · last AC: 2014-10-19 · MS C++ (first AC) · Tags: greedy, sortings

[josdas's solution](#)

103.

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[josdas's solution](#)

104.

472C

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

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

[josdas's solution](#)

105.

438A

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

Rating: 1400 · first AC: 2014-09-14 · MS C++ (first AC) · Tags: greedy, sortings

[josdas's solution](#)

106.

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special, implementation

[josdas's solution](#)

107.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: combinatorics, dp, number theory

[josdas's solution](#)

108.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[josdas's solution](#)

109.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[josdas's solution](#)

110.

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[josdas's solution](#)

111.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · last AC: 2016-11-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[josdas's solution](#)

112.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[josdas's solution](#)

113.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[josdas's solution](#)

114.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · PyPy 3 (first AC) · Tags: implementation, math

[josdas's solution](#)

115.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · PyPy 3 (first AC) · Tags: binary search, dp, strings, two pointers

[josdas's solution](#)

116.

643A

[Bear and Colors](#) · [Tutorial](#)

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

[josdas's solution](#)

117.

611C

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

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

[josdas's solution](#)

118.

576A

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

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[jodas's solution](#)

119.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[jodas's solution](#)

120.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[jodas's solution](#)

121.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[jodas's solution](#)

122.

527C

[Glass Carving](#) · [Tutorial](#)

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

[jodas's solution](#)

123.

528A

[Glass Carving](#) · [Tutorial](#)

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

[jodas's solution](#)

124.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · MS C++ (first AC) · Tags: *special, implementation

[jodas's solution](#)

125.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · MS C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[jodas's solution](#)

126.

497A

[Removing Columns](#) · [Tutorial](#)

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

[jodas's solution](#)

127.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · last AC: 2014-09-20 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math

[jodas's solution](#)

128.

415C

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

Rating: 1500 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[jodas's solution](#)

129.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: binary search, greedy, implementation, math
[josdas's solution](#)

130.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-09 · MS C++ (first AC) · Tags: dp
[josdas's solution](#)

131.

409H

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

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[josdas's solution](#)

132.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: implementation, math
[josdas's solution](#)

133.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[josdas's solution](#)

134.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-25 · JavaScript (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[josdas's solution](#)

135.

763A

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

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

136.

741B

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

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

137.

741A

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

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

138.

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-17 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, two pointers
[josdas's solution](#)

139.

722C

[Destroying Array](#) · [Tutorial](#)

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

[josdas's solution](#)

140.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[josdas's solution](#)

141.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[josdas's solution](#)

142.

678C

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

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

[josdas's solution](#)

143.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[josdas's solution](#)

144.

643B

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

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

[josdas's solution](#)

145.

639B

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

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

[josdas's solution](#)

146.

637D

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

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

[josdas's solution](#)

147.

626C

[Block Towers](#) · [Tutorial](#)

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

[josdas's solution](#)

148.

601A

[The Two Routes](#) · [Tutorial](#)

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

[josdas's solution](#)

149.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · MS C++ (first AC) · Tags: sortings

[josdas's solution](#)

150.

273B

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

Rating: 1600 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: combinatorics

[josdas's solution](#)

151.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[josdas's solution](#)

152.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[josdas's solution](#)

153.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[josdas's solution](#)

154.

524A

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

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: implementation

[josdas's solution](#)

155.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, data structures, implementation

[josdas's solution](#)

156.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[josdas's solution](#)

157.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[josdas's solution](#)

158.

500B

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

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

[josdas's solution](#)

159.

500C

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

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

[josdas's solution](#)

160.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[josdas's solution](#)

161.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-11-26 · MS C++ (first AC) · Tags: probabilities

[josdas's solution](#)

162.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[josdas's solution](#)

163.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[josdas's solution](#)

164.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[josdas's solution](#)

165.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[josdas's solution](#)

166.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[josdas's solution](#)

167.

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

[josdas's solution](#)

168.

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

[josdas's solution](#)

169.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

170.

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

[josdas's solution](#)

171.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · MS C++ (first AC) · Tags: combinatorics, greedy, sortings

[josdas's solution](#)

172.

582A

[GCD Table](#) · [Tutorial](#)

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

[josdas's solution](#)

173.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[josdas's solution](#)

174.

578A

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

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

[josdas's solution](#)

175.

575D

[Tablecity](#) · [Tutorial](#)

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

[josdas's solution](#)

176.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-26 · last AC: 2015-07-27 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[josdas's solution](#)

177.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[josdas's solution](#)

178.

524B

[BD>D\\$> CÔO CÔO CÔO CÔO 2 \(round version\)](#) · [Tutorial](#)

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

[josdas's solution](#)

179.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[josdas's solution](#)

180.

498A

[Crazy Town](#) · [Tutorial](#)

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

[josdas's solution](#)

181.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: constructive algorithms, games, math

[josdas's solution](#)

182.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: brute force, math, number theory, strings

[josdas's solution](#)

183.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-20 · MS C++ (first AC) · Tags: binary search, greedy, implementation

[josdas's solution](#)

184.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · MS C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[josdas's solution](#)

185.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: dp

[josdas's solution](#)

186.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · MS C++ (first AC) · Tags: binary search, brute force, greedy, math

[josdas's solution](#)

187.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1700 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: dp, implementation

[josdas's solution](#)

188.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-12 · MS C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[josdas's solution](#)

189.

464A

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

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

[josdas's solution](#)

190.

409C

[Magnum Opus](#) · [Tutorial](#)

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

[josdas's solution](#)

191.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[josdas's solution](#)

192.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[josdas's solution](#)

193.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[josdas's solution](#)

194.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[josdas's solution](#)

195.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

196.

687B

[Reminders Game](#) · [Tutorial](#)

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

[josdas's solution](#)

197.

672C

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

Rating: 1800 · first AC: 2016-05-22 · Python 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[josdas's solution](#)

198.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-30 · MS C++ (first AC) · Tags: dp, implementation, strings

[josdas's solution](#)

199.

641C

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

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

[josdas's solution](#)

200.

626D

[Jerry's Protest](#) · [Tutorial](#)

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

[josdas's solution](#)

201.

623A

[Graph and String](#) · [Tutorial](#)

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

[josdas's solution](#)

202.

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

[josdas's solution](#)

203.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[josdas's solution](#)

204.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[josdas's solution](#)

205.

538D

[Weird Chess](#) · [Tutorial](#)

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

[josdas's solution](#)

206.

527D

[Clique Problem](#) · [Tutorial](#)

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

[josdas's solution](#)

207.

528B

[Clique Problem](#) · [Tutorial](#)

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

[josdas's solution](#)

208.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · MS C++ (first AC) · Tags: binary search, brute force, implementation

[josdas's solution](#)

209.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-17 · last AC: 2014-10-17 · MS C++ (first AC) · Tags: greedy

[josdas's solution](#)

210.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · MS C++ (first AC) · Tags: string suffix structures, strings

[josdas's solution](#)

211.

470B

[Hexakosioihexekontahexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[josdas's solution](#)

212.

459D

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

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2014-08-15 · last AC: 2014-08-16 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[josdas's solution](#)

213.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: math, ternary search

[josdas's solution](#)

214.

722D

[Generating Sets](#) · [Tutorial](#)

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

[josdas's solution](#)

215.

717D

[Dexterina's Lab](#) · [Tutorial](#)

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

[josdas's solution](#)

216.

717E

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

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

[josdas's solution](#)

217.

708B

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

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

[josdas's solution](#)

218.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[josdas's solution](#)

219.

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

[josdas's solution](#)

220.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[josdas's solution](#)

221.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[josdas's solution](#)

222.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[josdas's solution](#)

223.

549D

[Haar Features](#) · [Tutorial](#)

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

[josdas's solution](#)

224.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · last AC: 2015-05-27 · MS C++ (first AC) · Tags: binary search, data structures, dp, dsu

[josdas's solution](#)

225.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[josdas's solution](#)

226.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[josdas's solution](#)

227.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[josdas's solution](#)

228.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-19 · MS C++ (first AC) · Tags: binary search

[josdas's solution](#)

229.

497B

[Tennis Game](#) · [Tutorial](#)

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

[josdas's solution](#)

230.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[josdas's solution](#)

231.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-10-20 · last AC: 2014-10-24 · MS C++ (first AC) · Tags: combinatorics, dp

[josdas's solution](#)

232.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · MS C++ (first AC) · Tags: combinatorics, dp, implementation

[josdas's solution](#)

233.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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234.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-08-31 · last AC: 2014-08-31 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[josdas's solution](#)

235.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · last AC: 2014-08-15 · GNU C++ (first AC) · Tags: dp, sortings

[josdas's solution](#)

236.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2014-08-13 · MS C++ (first AC) · Tags: math, number theory

[josdas's solution](#)

237.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-09 · MS C++ (first AC) · Tags: dp, games, strings

[josdas's solution](#)

238.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[josdas's solution](#)

239.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[josdas's solution](#)

240.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[josdas's solution](#)

241.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[josdas's solution](#)

242.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-26 · last AC: 2017-02-26 · JavaScript (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[josdas's solution](#)

243.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[josdas's solution](#)

244.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[jodas's solution](#)

245.

641E

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

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

246.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math
[jodas's solution](#)

247.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, hashing, strings
[jodas's solution](#)

248.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search
[jodas's solution](#)

249.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[jodas's solution](#)

250.

541C

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

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[jodas's solution](#)

251.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: binary search, dp
[jodas's solution](#)

252.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: math, strings
[jodas's solution](#)

253.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-23 · MS C++ (first AC) · Tags: binary search, data structures, dp, two pointers
[jodas's solution](#)

254.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-07 · MS C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees
[jodas's solution](#)

255.

474C

[Captain Marmot](#) · [Tutorial](#)

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

[josdas's solution](#)

256.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-09-25 · MS C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[josdas's solution](#)

257.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[josdas's solution](#)

258.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-09-11 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[josdas's solution](#)

259.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-08 · last AC: 2014-09-08 · MS C++ (first AC) · Tags: brute force, geometry

[josdas's solution](#)

260.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[josdas's solution](#)

261.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[josdas's solution](#)

262.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[josdas's solution](#)

263.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[josdas's solution](#)

264.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[josdas's solution](#)

265.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[josdas's solution](#)

266.

575F

[Bulbo](#) · [Tutorial](#)

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

[josdas's solution](#)

267.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: dp

[josdas's solution](#)

268.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[josdas's solution](#)

269.

549H

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

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

[josdas's solution](#)

270.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: flows, graphs, math

[josdas's solution](#)

271.

543B

[Destroying Roads](#) · [Tutorial](#)

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

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272.

542F

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[josdas's solution](#)

273.

525E

[Anya and Cubes](#) · [Tutorial](#)

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

[josdas's solution](#)

274.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

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275.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[josdas's solution](#)

276.

497C

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

[jodas's solution](#)

277.

489F

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Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-20 · last AC: 2014-11-20 · MS C++ (first AC) · Tags: combinatorics, dp

[jodas's solution](#)

278.

484B

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Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-06 · MS C++ (first AC) · Tags: binary search, math, sortings, two pointers

[jodas's solution](#)

279.

474F

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Quality: 11,594 global accepts · Rating: 2100 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: data structures, math, number theory

[jodas's solution](#)

280.

466E

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Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-13 · last AC: 2014-09-13 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[jodas's solution](#)

281.

1425E

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Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jodas's solution](#)

282.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jodas's solution](#)

283.

804C

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Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[jodas's solution](#)

284.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[jodas's solution](#)

285.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[jodas's solution](#)

286.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math
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287.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2016-02-03 · MS C++ (first AC) · Tags: math
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288.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: greedy
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289.

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
[josdas's solution](#)

290.

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
[josdas's solution](#)

291.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[josdas's solution](#)

292.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-29 · last AC: 2015-07-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[josdas's solution](#)

293.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: binary search, greedy
[josdas's solution](#)

294.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-27 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math
[josdas's solution](#)

295.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings
[josdas's solution](#)

296.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees
[josdas's solution](#)

297.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-28 · last AC: 2015-01-28 · GNU C++0x (first AC) · Tags: dp, greedy
[josdas's solution](#)

298.

45B

[School](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2200 · first AC: 2014-08-15 · last AC: 2014-08-15 · MS C++ (first AC) · Tags: dp, dsu
[josdas's solution](#)

299.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[josdas's solution](#)

300.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory
[josdas's solution](#)

301.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · MS C++ (first AC) · Tags: dp, sortings
[josdas's solution](#)

302.

708C

[Centroids](#) · [Tutorial](#)

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

303.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · MS C++ (first AC) · Tags: brute force, greedy, implementation, two pointers
[josdas's solution](#)

304.

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: binary search, greedy
[josdas's solution](#)

305.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-30 · last AC: 2015-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[josdas's solution](#)

306.

570E

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

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: combinatorics, dp
[josdas's solution](#)

307.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · last AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[josdas's solution](#)

308.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: probabilities

[josdas's solution](#)

309.

549B

[Lookery Party](#) · [Tutorial](#)

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

[josdas's solution](#)

310.

547C

[Mike and Foam](#) · [Tutorial](#)

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

[josdas's solution](#)

311.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dp, trees

[josdas's solution](#)

312.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory

[josdas's solution](#)

313.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-19 · last AC: 2014-09-19 · MS C++ (first AC) · Tags: data structures, dp, greedy

[josdas's solution](#)

314.

717H

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

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

[josdas's solution](#)

315.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[josdas's solution](#)

316.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

317.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[josdas's solution](#)

318.

679C

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

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

319.

643C

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

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp
[jodas's solution](#)

320.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities
[jodas's solution](#)

321.

639D

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

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

322.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[jodas's solution](#)

323.

621D

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

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[jodas's solution](#)

324.

601D

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

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · MS C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[jodas's solution](#)

325.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[jodas's solution](#)

326.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: data structures, sortings
[jodas's solution](#)

327.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: data structures
[jodas's solution](#)

328.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-06-13 · MS C++ (first AC) · Tags: dp, implementation
[jodas's solution](#)

329.

534F

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

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-06-02 · MS C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[josdas's solution](#)

330.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, sortings
[josdas's solution](#)

331.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings
[josdas's solution](#)

332.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2014-09-18 · last AC: 2014-09-18 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[josdas's solution](#)

333.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[josdas's solution](#)

334.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[josdas's solution](#)

335.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[josdas's solution](#)

336.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy
[josdas's solution](#)

337.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-19 · last AC: 2016-07-19 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings
[josdas's solution](#)

338.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[josdas's solution](#)

339.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-30 · MS C++ (first AC) · Tags: combinatorics, strings

[josdas's solution](#)

340.

571C

[CNF 2](#) · [Tutorial](#)

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

[josdas's solution](#)

341.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: geometry

[josdas's solution](#)

342.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[josdas's solution](#)

343.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[josdas's solution](#)

344.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-12 · last AC: 2015-06-12 · MS C++ (first AC) · Tags: binary search, data structures, implementation

[josdas's solution](#)

345.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-06-02 · MS C++ (first AC) · Tags: bitmasks, dp

[josdas's solution](#)

346.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-18 · last AC: 2015-03-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[josdas's solution](#)

347.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[josdas's solution](#)

348.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[josdas's solution](#)

349.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[josdas's solution](#)

350.

717F

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

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

[josdas's solution](#)

351.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[josdas's solution](#)

352.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[josdas's solution](#)

353.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2015-06-01 · last AC: 2015-06-01 · MS C++ (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[josdas's solution](#)

354.

547D

[Mike and Fish](#) · [Tutorial](#)

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

[josdas's solution](#)

355.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[josdas's solution](#)

356.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2015-02-21 · last AC: 2015-02-21 · GNU C++0x (first AC) · Tags: data structures, sortings

[josdas's solution](#)

357.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[josdas's solution](#)

358.

643E

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

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[josdas's solution](#)

359.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-08-11 · MS C++ (first AC) · Tags: data structures, divide and conquer, hashing

[josdas's solution](#)

360.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-11-07 · last AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[josdas's solution](#)

361.

717I

[Cowboy Beblop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: geometry

[josdas's solution](#)

362.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[josdas's solution](#)

363.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-07 · MS C++ (first AC) · Tags: data structures, divide and conquer

[josdas's solution](#)

364.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-28 · last AC: 2015-05-28 · MS C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[josdas's solution](#)

365.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[josdas's solution](#)

366.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2015-03-19 · last AC: 2015-03-19 · GNU C++0x (first AC) · Tags: binary search, data structures, divide and conquer, trees

[josdas's solution](#)

367.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-08-24 · last AC: 2015-08-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[josdas's solution](#)

368.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[josdas's solution](#)

369.

103828F

[Subgrid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[josdas's solution](#)

370.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[josdas's solution](#)

371.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

372.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

373.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

374.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

375.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

376.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

377.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

378.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

379.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

380.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

381.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

382.

103640L

[Leaving Yarnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

383.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

384.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

385.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

386.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

387.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

388.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

389.

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

390.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[josdas's solution](#)

391.

103743G

[GCD on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

392.

103743C

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

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

393.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

394.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

395.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

396.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

397.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[josdas's solution](#)

398.

101987C

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

Rating: — · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

399.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

400.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

401.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

402.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

403.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

404.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

405.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

406.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

407.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · Python 3 (first AC) · Tags: —
[josdas's solution](#)

408.

102770J

[Just an Old Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

409.

102770H

[Huge Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

410.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

411.

102770L

[List of Products](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

412.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

413.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

414.

102770C

[Crossword Validation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

415.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

416.

102770F

[Finding a Sample](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

417.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

418.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

419.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

420.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

421.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

422.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

423.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

424.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

425.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

426.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

427.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

428.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

429.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

430.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

431.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

432.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

433.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

434.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

435.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

436.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

437.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

438.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

439.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

440.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

441.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

442.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

443.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

444.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

445.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

446.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

447.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

448.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

449.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

450.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

451.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

452.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

453.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

454.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

455.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

456.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

457.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

458.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[josdas's solution](#)

459.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[josdas's solution](#)

460.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[josdas's solution](#)

461.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[josdas's solution](#)

462.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[josdas's solution](#)

463.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[josdas's solution](#)

464.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[josdas's solution](#)

465.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[josdas's solution](#)

466.

100771M

[AÖCdeCâ Aä BÄ\(AR HC HC`KC=0](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

467.

100771D

[AöDT8D"5CÔ8Dò :Cä;C 0D K](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

468.

100771I

[AD@012Câ ?C,,FD`](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

469.

100771J

[A=ACT=Cä<Cä@DDK C`NC OD" ?CTGCT=DÄ:C€](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

470.

100771F

[Aö8DdFCT4C @D\\$A](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

471.

100771A

[A\\$0CÔ4C ; C" AD\\$>C´>C\\$>C•](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

472.

100771C

[BT8D\\$@ D´9 Cö@Cä4C 2CTF](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

473.

100771L

[B\\$@C30T4C,,O C" ´ Dò BCä@D\\$8C«°](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

474.

100771G

[AD>Dd5C4> CD>C\\$>CD8D" =CT>C @C 7Cä2C =CÔ>D BDÀ](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

475.

100771E

[AçD0Aä1Cd>D 0](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

476.

100771B

[B 5CQCD>Dt=D´9 Cö>Cd8D 0D\\$5C´L](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

477.

100131S

[A: A00A C\\$0 D CCÄ<C](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

478.

100131K

[AÄ5C40-C,,=C\\$5D AC,,8](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

479.

100131O

[Aç@CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

480.

100131G

[AÄ00K0, 8 A=0D ;D >C0](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

481.

100131C

[A\\$K000C#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

482.

100131T

[A110A5CÐ](#)

Rating: — · first AC: 2015-12-13 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

483.

100131R

[A120T1CDK](#)

Rating: — · first AC: 2015-12-13 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

484.

100131Q

[AäAD\\$>0\\$=Cä5 CD5D 5C\\$> 2](#)

Rating: — · first AC: 2015-12-13 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

485.

100131M

[A5D18Cä4 D BD >C#8](#)

Rating: — · first AC: 2015-12-13 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

486.

100133C

[B @012CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2015-11-19 · last AC: 2015-11-19 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

487.

100789D

[B 104C#0Dò 6C,,7CÔL](#)

Rating: — · first AC: 2015-10-22 · last AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

488.

100789C

[AÔ5C08C 8 C,,3D 0](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

489.

100789H

[Aö>D1aCCT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-10-22 · last AC: 2015-10-22 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

490.

100789B

[A,,3D15C# 8 D :Cä1CäGCÔ>CR 4CT@CT2Cä](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

491.

100789E

[B-80Ä@ 8 Cò@D'6C#8](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[josdas's solution](#)

492.

100789F

[B GCAD\\$;C,,2D'5 C 8C'5D\\$K](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

493.

100789J

[AD>D>C40 CD>CÄ>C•](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

494.

100789G

[A4@C1D°](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

495.

100789I

[A5>D18CÔ:C BD 0CÔ7C,,AD\\$>D 0](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

496.

100789A

[A'CDHIC@ Cô>CD0D >Cç Ò <C AD 8C"](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

497.

100424C

[Aä1D0D\\$=C O Ct0CD0Dt0 Câ =C 8C >C'LD,,5C' 2Cä7D 0D BC ND"5C' ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —
[josdas's solution](#)

498.

100395C

[A=0D>D>CÒ 8 C >D4;C,,=C0](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[josdas's solution](#)

499.

100395B

[A\\$>012 0D"5CÔ8CP](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[josdas's solution](#)

500.

100395A

[A5>C15D\\$5C'8!](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[josdas's solution](#)

501.

100631C

[B\\$>D16C TAD\\$2CT=CÔKC' ?C @C 4](#)

Rating: — · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: —
[josdas's solution](#)

502.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2015-02-22 · MS C++ (first AC) · Tags: data structures, graphs, trees
[josdas's solution](#)

503.

1005863

[B 5C#0](#)

Rating: — · first AC: 2015-01-25 · last AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

504.

100397D

[A :Cä3C0D0 Cö@C 7CD=C,,:Cfö](#)

Rating: — · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

505.

100397C

[AÄ>Dfied'9 C\\$7D KC](#)

Rating: — · first AC: 2015-01-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

506.

100397B

[Bö3Cä4D² 4C´O C´5CÄCD >C](#)

Rating: — · first AC: 2015-01-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

507.

100397A

[A :CtöDä 8 D BCT9C](#)

Rating: — · first AC: 2015-01-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

508.

100401B

[B >DteDä GC,,;C,,ADÄö](#)

Rating: — · first AC: 2015-01-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

509.

100401C

[A\\$7C1äCÄ](#)

Rating: — · first AC: 2015-01-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

510.

100401A

[B :D4G6 9 D 8C4@Cä9](#)

Rating: — · first AC: 2015-01-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

511.

100563C

[B,8DD@ Cä2C#0](#)

Rating: — · first AC: 2014-12-23 · last AC: 2014-12-23 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

512.

100406B

[B · Tutorial](#)

Rating: — · first AC: 2014-12-21 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

513.

100516B

[A Nö8CÄ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2014-10-28 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

514.

100493H

[A5D5CD0D:0 D >Cä1D”5CÔ8Dö](#)

Rating: — · first AC: 2014-10-24 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

515.

100290A

[BT501b](#)

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

[josdas's solution](#)

516.

100290D

[AÄyOfaD" "Cä@C](#)

Rating: — · first AC: 2014-10-12 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

517.

100290K

[AD500L B 0C4=C @E :](#)

Rating: — · first AC: 2014-10-12 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

518.

100493A

[A`N08CÄKCR GC,,AC`0](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

519.

100493C

[AÖ00x0 2 C @CÄ8Dà](#)

Rating: — · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

520.

100493D

[Aö@Cä1C`5CÄ0](#)

Rating: — · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

521.

100493G

[A,3D0l](#)

Rating: — · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

522.

100493I

[A#C0TAD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

523.

100493B

[A0D:6TBC >C°](#)

Rating: — · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —

[josdas's solution](#)

524.

100493E

[A#D#C`8](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[josdas's solution](#)

525.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · MS C++ (first AC) · Tags: —

[josdas's solution](#)