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Unique solved — kcm1700

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

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

Filters: none

Count: 544

1.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: [combinatorics](#), [math](#)

[kcm1700's solution](#)

2.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[kcm1700's solution](#)

3.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

[kcm1700's solution](#)

4.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)

[kcm1700's solution](#)

5.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [data structures](#), [implementation](#)

[kcm1700's solution](#)

6.

1003A

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

Quality: 29,981 global accepts · Rating: 800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[kcm1700's solution](#)

7.

618A

[Slime Combining](#) · [Tutorial](#)

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

[kcm1700's solution](#)

8.

513A

[Game](#) · [Tutorial](#)

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

[kcm1700's solution](#)

9.

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: [implementation](#)

[kcm1700's solution](#)

10.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: implementation
[kcm1700's solution](#)

11.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation
[kcm1700's solution](#)

12.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation
[kcm1700's solution](#)

13.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,794 global accepts · Rating: 800 · first AC: 2014-01-13 · MS C++ (first AC) · Tags: greedy, implementation, two pointers
[kcm1700's solution](#)

14.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · MS C++ (first AC) · Tags: implementation
[kcm1700's solution](#)

15.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kcm1700's solution](#)

16.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[kcm1700's solution](#)

17.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[kcm1700's solution](#)

18.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation
[kcm1700's solution](#)

19.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[kcm1700's solution](#)

20.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[kcm1700's solution](#)

21.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation

[kcm1700's solution](#)

22.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-01-30 · GNU C++0x (first AC) · Tags: implementation

[kcm1700's solution](#)

23.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[kcm1700's solution](#)

24.

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

[kcm1700's solution](#)

25.

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

[kcm1700's solution](#)

26.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[kcm1700's solution](#)

27.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[kcm1700's solution](#)

28.

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: implementation

[kcm1700's solution](#)

29.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: greedy, implementation

[kcm1700's solution](#)

30.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: implementation

[kcm1700's solution](#)

31.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: implementation

[kcm1700's solution](#)

32.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation
[kcm1700's solution](#)

33.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,870 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation
[kcm1700's solution](#)

34.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,323 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[kcm1700's solution](#)

35.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[kcm1700's solution](#)

36.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[kcm1700's solution](#)

37.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[kcm1700's solution](#)

38.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: greedy, math
[kcm1700's solution](#)

39.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-13 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[kcm1700's solution](#)

40.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: greedy, implementation, math
[kcm1700's solution](#)

41.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · MS C++ (first AC) · Tags: implementation, math
[kcm1700's solution](#)

42.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory
[kcm1700's solution](#)

43.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kcm1700's solution](#)

44.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[kcm1700's solution](#)

45.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[kcm1700's solution](#)

46.

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
[kcm1700's solution](#)

47.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[kcm1700's solution](#)

48.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings
[kcm1700's solution](#)

49.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation
[kcm1700's solution](#)

50.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · GNU C++0x (first AC) · Tags: brute force, greedy, two pointers
[kcm1700's solution](#)

51.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: constructive algorithms, implementation
[kcm1700's solution](#)

52.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-10-22 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[kcm1700's solution](#)

53.

145A

[Lucky Conversion](#) · [Tutorial](#)

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

[kcm1700's solution](#)

54.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: greedy

[kcm1700's solution](#)

55.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[kcm1700's solution](#)

56.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kcm1700's solution](#)

57.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kcm1700's solution](#)

58.

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

[kcm1700's solution](#)

59.

611B

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

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

[kcm1700's solution](#)

60.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[kcm1700's solution](#)

61.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: greedy

[kcm1700's solution](#)

62.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[kcm1700's solution](#)

63.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation, sortings

[kcm1700's solution](#)

64.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · MS C++ (first AC) · Tags: dfs and similar, trees

[kcm1700's solution](#)

65.

135A

[Replacement](#) · [Tutorial](#)

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

[kcm1700's solution](#)

66.

117A

[Elevator](#) · [Tutorial](#)

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

[kcm1700's solution](#)

67.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kcm1700's solution](#)

68.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math

[kcm1700's solution](#)

69.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kcm1700's solution](#)

70.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[kcm1700's solution](#)

71.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kcm1700's solution](#)

72.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[kcm1700's solution](#)

73.

668A

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

Rating: 1400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation

[kcm1700's solution](#)

74.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[kcm1700's solution](#)

75.

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

[kcm1700's solution](#)

76.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[kcm1700's solution](#)

77.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[kcm1700's solution](#)

78.

513B1

[Permutations](#) · [Tutorial](#)

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

[kcm1700's solution](#)

79.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, implementation

[kcm1700's solution](#)

80.

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation, strings

[kcm1700's solution](#)

81.

436B

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

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

[kcm1700's solution](#)

82.

379C

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

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

[kcm1700's solution](#)

83.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[kcm1700's solution](#)

84.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: greedy

[kcm1700's solution](#)

85.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[kcm1700's solution](#)

86.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[kcm1700's solution](#)

87.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kcm1700's solution](#)

88.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kcm1700's solution](#)

89.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[kcm1700's solution](#)

90.

696A

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

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

[kcm1700's solution](#)

91.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[kcm1700's solution](#)

92.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · last AC: 2016-01-27 · MS C++ (first AC) · Tags: data structures, implementation

[kcm1700's solution](#)

93.

611C

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

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

[kcm1700's solution](#)

94.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[kcm1700's solution](#)

95.

555A

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

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

[kcm1700's solution](#)

96.

497A

[Removing Columns](#) · [Tutorial](#)

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

[kcm1700's solution](#)

97.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math
[kcm1700's solution](#)

98.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp
[kcm1700's solution](#)

99.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[kcm1700's solution](#)

100.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · MS C++ (first AC) · Tags: greedy
[kcm1700's solution](#)

101.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · MS C++ (first AC) · Tags: brute force, sortings
[kcm1700's solution](#)

102.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2013-10-25 · last AC: 2013-10-25 · MS C++ (first AC) · Tags: data structures, dsu
[kcm1700's solution](#)

103.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2013-10-22 · MS C++ (first AC) · Tags: dp, number theory
[kcm1700's solution](#)

104.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · MS C++ (first AC) · Tags: brute force, greedy, math
[kcm1700's solution](#)

105.

256A

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

Rating: 1500 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: binary search, dp, two pointers
[kcm1700's solution](#)

106.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: greedy, sortings
[kcm1700's solution](#)

107.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
[kcm1700's solution](#)

108.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures
[kcm1700's solution](#)

109.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings
[kcm1700's solution](#)

110.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy
[kcm1700's solution](#)

111.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[kcm1700's solution](#)

112.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[kcm1700's solution](#)

113.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[kcm1700's solution](#)

114.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[kcm1700's solution](#)

115.

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
[kcm1700's solution](#)

116.

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[kcm1700's solution](#)

117.

657A

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[kcm1700's solution](#)

118.

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
[kcm1700's solution](#)

119.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[kcm1700's solution](#)

120.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[kcm1700's solution](#)

121.

343B

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

Quality: 17,281 global accepts · Rating: 1600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[kcm1700's solution](#)

122.

343A

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

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[kcm1700's solution](#)

123.

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

[kcm1700's solution](#)

124.

512A

[Fox And Names](#) · [Tutorial](#)

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

[kcm1700's solution](#)

125.

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[kcm1700's solution](#)

126.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · last AC: 2014-08-01 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[kcm1700's solution](#)

127.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: greedy, implementation

[kcm1700's solution](#)

128.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: greedy, math

[kcm1700's solution](#)

129.

429B

[Working out](#) · [Tutorial](#)

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

[kcm1700's solution](#)

130.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · MS C++ (first AC) · Tags: brute force, geometry, implementation, math

[kcm1700's solution](#)

131.

407B

[Long Path](#) · [Tutorial](#)

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

[kcm1700's solution](#)

132.

380A

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

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2014-01-12 · MS C++ (first AC) · Tags: binary search, brute force

[kcm1700's solution](#)

133.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · MS C++ (first AC) · Tags: dfs and similar

[kcm1700's solution](#)

134.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[kcm1700's solution](#)

135.

364A

[Matrix](#) · [Tutorial](#)

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

[kcm1700's solution](#)

136.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-11-03 · last AC: 2013-11-03 · MS C++ (first AC) · Tags: binary search, math, sortings

[kcm1700's solution](#)

137.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-10-23 · MS C++ (first AC) · Tags: greedy, math

[kcm1700's solution](#)

138.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-30 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[kcm1700's solution](#)

139.

142A

[Help Farmer](#) · [Tutorial](#)

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

[kcm1700's solution](#)

140.

135B

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

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[kcm1700's solution](#)

141.

113A

[Grammar Lessons](#) · [Tutorial](#)

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

[kcm1700's solution](#)

142.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[kcm1700's solution](#)

143.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-10 · GNU C++ (first AC) · Tags: implementation, strings

[kcm1700's solution](#)

144.

86A

[Reflection](#) · [Tutorial](#)

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

[kcm1700's solution](#)

145.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[kcm1700's solution](#)

146.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[kcm1700's solution](#)

147.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[kcm1700's solution](#)

148.

1267E

[Elections](#) · [Tutorial](#)

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

[kcm1700's solution](#)

149.

1261A

[Messy](#) · [Tutorial](#)

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

[kcm1700's solution](#)

150.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[kcm1700's solution](#)

151.

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

[kcm1700's solution](#)

152.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[kcm1700's solution](#)

153.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[kcm1700's solution](#)

154.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[kcm1700's solution](#)

155.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[kcm1700's solution](#)

156.

627A

[XOR Equation](#) · [Tutorial](#)

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

[kcm1700's solution](#)

157.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[kcm1700's solution](#)

158.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings

[kcm1700's solution](#)

159.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[kcm1700's solution](#)

160.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[kcm1700's solution](#)

161.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math

[kcm1700's solution](#)

162.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation
[kcm1700's solution](#)

163.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-01-30 · GNU C++0x (first AC) · Tags: greedy, implementation
[kcm1700's solution](#)

164.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-10-23 · MS C++ (first AC) · Tags: dp
[kcm1700's solution](#)

165.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: constructive algorithms, dp, math
[kcm1700's solution](#)

166.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: geometry, math
[kcm1700's solution](#)

167.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[kcm1700's solution](#)

168.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[kcm1700's solution](#)

169.

98A

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

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: brute force, implementation
[kcm1700's solution](#)

170.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · last AC: 2011-07-10 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation
[kcm1700's solution](#)

171.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation
[kcm1700's solution](#)

172.

65B

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

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[kcm1700's solution](#)

173.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[kcm1700's solution](#)

174.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[kcm1700's solution](#)

175.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[kcm1700's solution](#)

176.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[kcm1700's solution](#)

177.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[kcm1700's solution](#)

178.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation
[kcm1700's solution](#)

179.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[kcm1700's solution](#)

180.

668B

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[kcm1700's solution](#)

181.

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
[kcm1700's solution](#)

182.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[kcm1700's solution](#)

183.

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

[kcm1700's solution](#)

184.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[kcm1700's solution](#)

185.

513B2

[Permutations](#) · [Tutorial](#)

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

[kcm1700's solution](#)

186.

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

[kcm1700's solution](#)

187.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[kcm1700's solution](#)

188.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2014-07-31 · GNU C++0x (first AC) · Tags: constructive algorithms

[kcm1700's solution](#)

189.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, divide and conquer

[kcm1700's solution](#)

190.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[kcm1700's solution](#)

191.

434A

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

Rating: 1800 · first AC: 2014-07-20 · GNU C++0x (first AC) · Tags: math, sortings

[kcm1700's solution](#)

192.

448D

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

Quality: 16,665 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: binary search, brute force

[kcm1700's solution](#)

193.

442B

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

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-21 · MS C++ (first AC) · Tags: greedy, math, probabilities

[kcm1700's solution](#)

194.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · MS C++ (first AC) · Tags: dsu, graphs, greedy, trees
[kcm1700's solution](#)

195.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: implementation
[kcm1700's solution](#)

196.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: dp, greedy, implementation, math
[kcm1700's solution](#)

197.

256B

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

Rating: 1800 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: binary search, brute force, math
[kcm1700's solution](#)

198.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: math, ternary search
[kcm1700's solution](#)

199.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: constructive algorithms
[kcm1700's solution](#)

200.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[kcm1700's solution](#)

201.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: greedy, sortings
[kcm1700's solution](#)

202.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation
[kcm1700's solution](#)

203.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: binary search, data structures, greedy
[kcm1700's solution](#)

204.

117B

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

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: brute force, number theory
[kcm1700's solution](#)

205.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-10 · GNU C++ (first AC) · Tags: dp, greedy

[kcm1700's solution](#)

206.

85B

[Embassy Queue](#) · [Tutorial](#)

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

[kcm1700's solution](#)

207.

79C

[Beaver](#) · [Tutorial](#)

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

[kcm1700's solution](#)

208.

65A

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

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

[kcm1700's solution](#)

209.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: binary search, implementation

[kcm1700's solution](#)

210.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[kcm1700's solution](#)

211.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kcm1700's solution](#)

212.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[kcm1700's solution](#)

213.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[kcm1700's solution](#)

214.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[kcm1700's solution](#)

215.

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

[kcm1700's solution](#)

216.

700A

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

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

[kcm1700's solution](#)

217.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[kcm1700's solution](#)

218.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · last AC: 2016-01-27 · MS C++ (first AC) · Tags: binary search, data structures

[kcm1700's solution](#)

219.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[kcm1700's solution](#)

220.

549D

[Haar Features](#) · [Tutorial](#)

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

[kcm1700's solution](#)

221.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[kcm1700's solution](#)

222.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[kcm1700's solution](#)

223.

529E

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

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[kcm1700's solution](#)

224.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[kcm1700's solution](#)

225.

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

[kcm1700's solution](#)

226.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp

[kcm1700's solution](#)

227.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dp

[kcm1700's solution](#)

228.

497B

[Tennis Game](#) · [Tutorial](#)

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

[kcm1700's solution](#)

229.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[kcm1700's solution](#)

230.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[kcm1700's solution](#)

231.

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[kcm1700's solution](#)

232.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy

[kcm1700's solution](#)

233.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2014-04-23 · GNU C++0x (first AC) · Tags: binary search, data structures, sortings

[kcm1700's solution](#)

234.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[kcm1700's solution](#)

235.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · MS C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[kcm1700's solution](#)

236.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: brute force, divide and conquer, dp
[kcm1700's solution](#)

237.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-25 · last AC: 2013-10-25 · MS C++ (first AC) · Tags: implementation, math
[kcm1700's solution](#)

238.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: dp, math, probabilities
[kcm1700's solution](#)

239.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: combinatorics, dp, probabilities
[kcm1700's solution](#)

240.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: constructive algorithms, games, greedy
[kcm1700's solution](#)

241.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-10 · GNU C++ (first AC) · Tags: binary search, brute force, math
[kcm1700's solution](#)

242.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, sortings
[kcm1700's solution](#)

243.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory
[kcm1700's solution](#)

244.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, probabilities
[kcm1700's solution](#)

245.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: dp, dsu, trees
[kcm1700's solution](#)

246.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[kcm1700's solution](#)

247.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy

[kcm1700's solution](#)

248.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[kcm1700's solution](#)

249.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[kcm1700's solution](#)

250.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[kcm1700's solution](#)

251.

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[kcm1700's solution](#)

252.

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · last AC: 2016-01-27 · MS C++ (first AC) · Tags: graphs, greedy, sortings

[kcm1700's solution](#)

253.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[kcm1700's solution](#)

254.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[kcm1700's solution](#)

255.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[kcm1700's solution](#)

256.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[kcm1700's solution](#)

257.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[kcm1700's solution](#)

258.

513C

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

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

[kcm1700's solution](#)

259.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp, math

[kcm1700's solution](#)

260.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[kcm1700's solution](#)

261.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry

[kcm1700's solution](#)

262.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[kcm1700's solution](#)

263.

453B

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

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

[kcm1700's solution](#)

264.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · last AC: 2014-08-01 · GNU C++0x (first AC) · Tags: brute force, data structures, greedy

[kcm1700's solution](#)

265.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: math

[kcm1700's solution](#)

266.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-07-20 · GNU C++0x (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[kcm1700's solution](#)

267.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[kcm1700's solution](#)

268.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-01-12 · last AC: 2014-01-12 · MS C++ (first AC) · Tags: data structures, schedules

[kcm1700's solution](#)

269.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[kcm1700's solution](#)

270.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-10-22 · MS C++ (first AC) · Tags: dp

[kcm1700's solution](#)

271.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-10-20 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[kcm1700's solution](#)

272.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · last AC: 2012-06-30 · MS C++ (first AC) · Tags: dp

[kcm1700's solution](#)

273.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kcm1700's solution](#)

274.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · GNU C++0x (first AC) · Tags: dp

[kcm1700's solution](#)

275.

117C

[Cycle](#) · [Tutorial](#)

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

[kcm1700's solution](#)

276.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, strings

[kcm1700's solution](#)

277.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[kcm1700's solution](#)

278.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-04 · MS C++ (first AC) · Tags: implementation, math

[kcm1700's solution](#)

279.

82C

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

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

[kcm1700's solution](#)

280.

82D

[Two out of Three](#) · [Tutorial](#)

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

[kcm1700's solution](#)

281.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[kcm1700's solution](#)

282.

1267K

[Key Storage](#) · [Tutorial](#)

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

[kcm1700's solution](#)

283.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[kcm1700's solution](#)

284.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[kcm1700's solution](#)

285.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[kcm1700's solution](#)

286.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[kcm1700's solution](#)

287.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[kcm1700's solution](#)

288.

549H

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

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

[kcm1700's solution](#)

289.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[kcm1700's solution](#)

290.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[kcm1700's solution](#)

291.

497C

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

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

[kcm1700's solution](#)

292.

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[kcm1700's solution](#)

293.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[kcm1700's solution](#)

294.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[kcm1700's solution](#)

295.

301B

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

Quality: 2,795 global accepts · Rating: 2100 · first AC: 2014-07-31 · GNU C++0x (first AC) · Tags: binary search, graphs, shortest paths

[kcm1700's solution](#)

296.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[kcm1700's solution](#)

297.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[kcm1700's solution](#)

298.

372C

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

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

[kcm1700's solution](#)

299.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-11-03 · MS C++ (first AC) · Tags: dfs and similar, number theory, trees

[kcm1700's solution](#)

300.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-26 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[kcm1700's solution](#)

301.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-10-23 · MS C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[kcm1700's solution](#)

302.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · MS C++ (first AC) · Tags: brute force, dp, number theory
[kcm1700's solution](#)

303.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: brute force, data structures, sortings
[kcm1700's solution](#)

304.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, number theory
[kcm1700's solution](#)

305.

65C

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

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: binary search, geometry
[kcm1700's solution](#)

306.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kcm1700's solution](#)

307.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[kcm1700's solution](#)

308.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[kcm1700's solution](#)

309.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
[kcm1700's solution](#)

310.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[kcm1700's solution](#)

311.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math
[kcm1700's solution](#)

312.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[kcm1700's solution](#)

313.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees
[kcm1700's solution](#)

314.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[kcm1700's solution](#)

315.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees
[kcm1700's solution](#)

316.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures
[kcm1700's solution](#)

317.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[kcm1700's solution](#)

318.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games
[kcm1700's solution](#)

319.

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
[kcm1700's solution](#)

320.

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
[kcm1700's solution](#)

321.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[kcm1700's solution](#)

322.

506B

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

Rating: 2200 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: dfs and similar, graphs
[kcm1700's solution](#)

323.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation
[kcm1700's solution](#)

324.

453C

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

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[kcm1700's solution](#)

325.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2014-07-31 · GNU C++0x (first AC) · Tags: data structures
[kcm1700's solution](#)

326.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: dp, trees
[kcm1700's solution](#)

327.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[kcm1700's solution](#)

328.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · MS C++ (first AC) · Tags: data structures, divide and conquer, geometry
[kcm1700's solution](#)

329.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-23 · GNU C++0x (first AC) · Tags: data structures
[kcm1700's solution](#)

330.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++0x (first AC) · Tags: graph matchings
[kcm1700's solution](#)

331.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++0x (first AC) · Tags: binary search, data structures
[kcm1700's solution](#)

332.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: bitmasks, dp, games
[kcm1700's solution](#)

333.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · MS C++ (first AC) · Tags: dp, greedy

[kcm1700's solution](#)

334.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-16 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, dp

[kcm1700's solution](#)

335.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: greedy

[kcm1700's solution](#)

336.

256C

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

Rating: 2200 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: games

[kcm1700's solution](#)

337.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: math

[kcm1700's solution](#)

338.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-09 · MS C++ (first AC) · Tags: brute force, math, number theory

[kcm1700's solution](#)

339.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[kcm1700's solution](#)

340.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[kcm1700's solution](#)

341.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[kcm1700's solution](#)

342.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[kcm1700's solution](#)

343.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[kcm1700's solution](#)

344.

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

[kcm1700's solution](#)

345.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[kcm1700's solution](#)

346.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[kcm1700's solution](#)

347.

549B

[Lookery Party](#) · [Tutorial](#)

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

[kcm1700's solution](#)

348.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[kcm1700's solution](#)

349.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[kcm1700's solution](#)

350.

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

[kcm1700's solution](#)

351.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory

[kcm1700's solution](#)

352.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: probabilities

[kcm1700's solution](#)

353.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[kcm1700's solution](#)

354.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · MS C++ (first AC) · Tags: binary search, data structures, hashing
[kcm1700's solution](#)

355.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · MS C++ (first AC) · Tags: brute force, number theory
[kcm1700's solution](#)

356.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · MS C++ (first AC) · Tags: brute force, dp
[kcm1700's solution](#)

357.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dp, math
[kcm1700's solution](#)

358.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: combinatorics, dp
[kcm1700's solution](#)

359.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[kcm1700's solution](#)

360.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs
[kcm1700's solution](#)

361.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[kcm1700's solution](#)

362.

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[kcm1700's solution](#)

363.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[kcm1700's solution](#)

364.

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
[kcm1700's solution](#)

365.

674C

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

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[kcm1700's solution](#)

366.

668C

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

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities

[kcm1700's solution](#)

367.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[kcm1700's solution](#)

368.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[kcm1700's solution](#)

369.

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

[kcm1700's solution](#)

370.

626F

[Group Projects](#) · [Tutorial](#)

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

[kcm1700's solution](#)

371.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · last AC: 2016-01-27 · MS C++ (first AC) · Tags: bitmasks, dfs and similar

[kcm1700's solution](#)

372.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[kcm1700's solution](#)

373.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[kcm1700's solution](#)

374.

529C

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

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[kcm1700's solution](#)

375.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[kcm1700's solution](#)

376.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[kcm1700's solution](#)

377.

506D

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

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

[kcm1700's solution](#)

378.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-13 · last AC: 2014-08-01 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[kcm1700's solution](#)

379.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[kcm1700's solution](#)

380.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: bitmasks, dp, math, probabilities

[kcm1700's solution](#)

381.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[kcm1700's solution](#)

382.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: data structures

[kcm1700's solution](#)

383.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · last AC: 2014-01-12 · MS C++ (first AC) · Tags: graphs, implementation

[kcm1700's solution](#)

384.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2013-12-30 · last AC: 2013-12-30 · MS C++ (first AC) · Tags: data structures, divide and conquer, trees

[kcm1700's solution](#)

385.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: data structures

[kcm1700's solution](#)

386.

354B

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

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

[kcm1700's solution](#)

387.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: data structures

[kcm1700's solution](#)

388.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: data structures, dp

[kcm1700's solution](#)

389.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: bitmasks, dp

[kcm1700's solution](#)

390.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[kcm1700's solution](#)

391.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[kcm1700's solution](#)

392.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · last AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[kcm1700's solution](#)

393.

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

[kcm1700's solution](#)

394.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[kcm1700's solution](#)

395.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[kcm1700's solution](#)

396.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[kcm1700's solution](#)

397.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[kcm1700's solution](#)

398.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: binary search, constructive algorithms, math

[kcm1700's solution](#)

399.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2014-07-31 · GNU C++0x (first AC) · Tags: constructive algorithms

[kcm1700's solution](#)

400.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[kcm1700's solution](#)

401.

438C

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

Rating: 2500 · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++0x (first AC) · Tags: dp, geometry

[kcm1700's solution](#)

402.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: binary search, hashing, strings, two pointers

[kcm1700's solution](#)

403.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: dp

[kcm1700's solution](#)

404.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation, math

[kcm1700's solution](#)

405.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · MS C++ (first AC) · Tags: combinatorics, math

[kcm1700's solution](#)

406.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: geometry, schedules, sortings

[kcm1700's solution](#)

407.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-10-22 · MS C++ (first AC) · Tags: dp, two pointers

[kcm1700's solution](#)

408.

135D

[Cycle](#) · [Tutorial](#)

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

[kcm1700's solution](#)

409.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2011-08-03 · last AC: 2011-08-04 · MS C++ (first AC) · Tags: divide and conquer, dp

[kcm1700's solution](#)

410.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-06-30 · GNU C++0x (first AC) · Tags: brute force, implementation

[kcm1700's solution](#)

411.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[kcm1700's solution](#)

412.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[kcm1700's solution](#)

413.

1267I

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

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

[kcm1700's solution](#)

414.

1267F

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

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

[kcm1700's solution](#)

415.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kcm1700's solution](#)

416.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kcm1700's solution](#)

417.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[kcm1700's solution](#)

418.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2016-03-11 · last AC: 2016-03-11 · GNU C++11 (first AC) · Tags: implementation, math

[kcm1700's solution](#)

419.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: math

[kcm1700's solution](#)

420.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[kcm1700's solution](#)

421.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[kcm1700's solution](#)

422.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: geometry, math

[kcm1700's solution](#)

423.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[kcm1700's solution](#)

424.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[kcm1700's solution](#)

425.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · MS C++ (first AC) · Tags: bitmasks, dp, probabilities

[kcm1700's solution](#)

426.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · MS C++ (first AC) · Tags: data structures, greedy

[kcm1700's solution](#)

427.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2014-01-13 · GNU C++0x (first AC) · Tags: data structures

[kcm1700's solution](#)

428.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-14 · MS C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[kcm1700's solution](#)

429.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-10-23 · MS C++ (first AC) · Tags: data structures, dp, graphs, sortings

[kcm1700's solution](#)

430.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-10-20 · MS C++ (first AC) · Tags: dp

[kcm1700's solution](#)

431.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[kcm1700's solution](#)

432.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[kcm1700's solution](#)

433.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[kcm1700's solution](#)

434.

674E

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

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

[kcm1700's solution](#)

435.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[kcm1700's solution](#)

436.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2015-04-20 · last AC: 2015-04-20 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math

[kcm1700's solution](#)

437.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[kcm1700's solution](#)

438.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · MS C++ (first AC) · Tags: dp, probabilities

[kcm1700's solution](#)

439.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-08-10 · last AC: 2014-08-10 · MS C++ (first AC) · Tags: combinatorics, probabilities

[kcm1700's solution](#)

440.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: data structures

[kcm1700's solution](#)

441.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: binary search, dsu, trees
[kcm1700's solution](#)

442.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-26 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[kcm1700's solution](#)

443.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: brute force, math, matrices
[kcm1700's solution](#)

444.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings
[kcm1700's solution](#)

445.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[kcm1700's solution](#)

446.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[kcm1700's solution](#)

447.

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dsu, math
[kcm1700's solution](#)

448.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2014-07-13 · last AC: 2014-08-01 · GNU C++0x (first AC) · Tags: math, matrices, probabilities
[kcm1700's solution](#)

449.

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2013-10-20 · MS C++ (first AC) · Tags: brute force, dp, two pointers
[kcm1700's solution](#)

450.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees
[kcm1700's solution](#)

451.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: flows
[kcm1700's solution](#)

452.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math
[kcm1700's solution](#)

453.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures
[kcm1700's solution](#)

454.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer
[kcm1700's solution](#)

455.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: binary search, greedy
[kcm1700's solution](#)

456.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: dp
[kcm1700's solution](#)

457.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[kcm1700's solution](#)

458.

668E

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

Rating: 3000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: graphs
[kcm1700's solution](#)

459.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers
[kcm1700's solution](#)

460.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-08-29 · last AC: 2015-08-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[kcm1700's solution](#)

461.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2013-10-22 · MS C++ (first AC) · Tags: data structures, dp
[kcm1700's solution](#)

462.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2018-07-29 · last AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[kcm1700's solution](#)

463.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, greedy
[kcm1700's solution](#)

464.

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: data structures
[kcm1700's solution](#)

465.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[kcm1700's solution](#)

466.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[kcm1700's solution](#)

467.

102004D

[Long Distance Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[kcm1700's solution](#)

468.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[kcm1700's solution](#)

469.

102354D

[Magic Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[kcm1700's solution](#)

470.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[kcm1700's solution](#)

471.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[kcm1700's solution](#)

472.

102979K

[Knowledge Is...](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[kcm1700's solution](#)

473.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[kcm1700's solution](#)

474.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kcm1700's solution](#)

475.

101257I

[K, Push.](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kcm1700's solution](#)

476.

101257C

[Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kcm1700's solution](#)

477.

101257G

[24](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kcm1700's solution](#)

478.

101059C

[Gangsters](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[kcm1700's solution](#)

479.

101059B

[Shift and Push](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[kcm1700's solution](#)

480.

101059A

[Horrible boss](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · Python 2 (first AC) · Tags: —
[kcm1700's solution](#)

481.

100587C

[Autocomplete Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

482.

100587B

[All Critical](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

483.

100587A

[Lazy Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

484.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

485.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

486.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

487.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

488.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2014-12-02 · MS C++ (first AC) · Tags: combinatorics, math, matrices
[kcm1700's solution](#)

489.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2014-12-02 · MS C++ (first AC) · Tags: dp
[kcm1700's solution](#)

490.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2014-12-02 · MS C++ (first AC) · Tags: math
[kcm1700's solution](#)

491.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

492.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

493.

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

494.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

495.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

496.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

497.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

498.

100187H

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

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

499.

100187M

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

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

500.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

501.

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

502.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

503.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

504.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

505.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

506.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

507.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

508.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

509.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

510.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

511.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

512.

100015A

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

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

513.

100283H

[The Job Interview](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-01 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

514.

100298E

[Motorways](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

515.

100009E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

516.

100009D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

517.

100009C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · Python 2 (first AC) · Tags: —
[kcm1700's solution](#)

518.

100009B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

519.

100009A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

520.

100298D

[Great Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

521.

100298C

[Figures](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-30 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

522.

100283J

[Anniversary Gift](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

523.

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

524.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

525.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

526.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —
[kcm1700's solution](#)

527.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

528.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —
[kcm1700's solution](#)

529.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

530.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

531.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

532.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

533.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —

[kcm1700's solution](#)

534.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —

[kcm1700's solution](#)

535.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · Python 2 (first AC) · Tags: —

[kcm1700's solution](#)

536.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —

[kcm1700's solution](#)

537.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —

[kcm1700's solution](#)

538.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —

[kcm1700's solution](#)

539.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-27 · Python 2 (first AC) · Tags: —

[kcm1700's solution](#)

540.

100169B

[Secret Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-27 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

541.

100169E

[Tetrahedron Inequality](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-27 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

542.

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-27 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

543.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-27 · MS C++ (first AC) · Tags: —

[kcm1700's solution](#)

544.

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-27 · GNU C++0x (first AC) · Tags: —

[kcm1700's solution](#)