

Unique solved — kennethsnow

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

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

Filters: none

Count: 1,328

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kennethsnow's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,733 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kennethsnow's solution](#)

3.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,977 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math
[kennethsnow's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[kennethsnow's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[kennethsnow's solution](#)

6.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[kennethsnow's solution](#)

7.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[kennethsnow's solution](#)

8.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[kennethsnow's solution](#)

9.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[kennethsnow's solution](#)

10.

750A

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

Quality: 92,564 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[kennethsnow's solution](#)

11.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

12.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[kennethsnow's solution](#)

13.

630A

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

Quality: 93,536 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[kennethsnow's solution](#)

14.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,189 global accepts · Rating: 800 · first AC: 2016-01-26 · Python 3 (first AC) · Tags: math

[kennethsnow's solution](#)

15.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,762 global accepts · Rating: 800 · first AC: 2016-01-08 · last AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[kennethsnow's solution](#)

16.

599A

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

Quality: 31,439 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[kennethsnow's solution](#)

17.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[kennethsnow's solution](#)

18.

546A

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

Quality: 235,253 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[kennethsnow's solution](#)

19.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,028 global accepts · Rating: 800 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[kennethsnow's solution](#)

20.

472A

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

Quality: 70,782 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

21.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,247 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: implementation

[kennethsnow's solution](#)

22.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

23.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

24.

231A

[Team](#) · [Tutorial](#)

Quality: 430,350 global accepts · Rating: 800 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: brute force, greedy

[kennethsnow's solution](#)

25.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,362 global accepts · Rating: 800 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

26.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[kennethsnow's solution](#)

27.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[kennethsnow's solution](#)

28.

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

29.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,367 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

30.

281A

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

Quality: 271,042 global accepts · Rating: 800 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

31.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

32.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,769 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

33.

268A

[Games](#) · [Tutorial](#)

Quality: 104,227 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

34.

266A

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

Quality: 244,619 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

35.

266B

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

Quality: 166,106 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[kennethsnow's solution](#)

36.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

37.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2012-04-26 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[kennethsnow's solution](#)

38.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,538 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

39.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

40.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[kennethsnow's solution](#)

41.

144A

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

Quality: 121,435 global accepts · Rating: 800 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

42.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2011-10-19 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

43.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2011-07-02 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

44.

80A

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

Quality: 66,322 global accepts · Rating: 800 · first AC: 2011-04-23 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

45.

61A

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

Quality: 136,229 global accepts · Rating: 800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

46.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,768 global accepts · Rating: 800 · first AC: 2011-02-14 · GNU C++ (first AC) · Tags: expression parsing, implementation

[kennethsnow's solution](#)

47.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2011-02-14 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

48.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2011-02-13 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

49.

59A

[Word](#) · [Tutorial](#)

Quality: 227,983 global accepts · Rating: 800 · first AC: 2011-02-12 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

50.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2011-02-11 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

51.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2011-02-11 · GNU C++ (first AC) · Tags: math, probabilities

[kennethsnow's solution](#)

52.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

53.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

54.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

55.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,490 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

56.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,689 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

57.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

58.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

59.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,785 global accepts · Rating: 800 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: greedy, math

[kennethsnow's solution](#)

60.

47A

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

Quality: 18,175 global accepts · Rating: 800 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: brute force, math

[kennethsnow's solution](#)

61.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2010-03-19 · GNU C++ (first AC) · Tags: brute force, math

[kennethsnow's solution](#)

62.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[kennethsnow's solution](#)

63.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[kennethsnow's solution](#)

64.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[kennethsnow's solution](#)

65.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kennethsnow's solution](#)

66.

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[kennethsnow's solution](#)

67.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

68.

616A

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

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

69.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: implementation

[kennethsnow's solution](#)

70.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: greedy

[kennethsnow's solution](#)

71.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

72.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

73.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

74.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,066 global accepts · Rating: 900 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

75.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[kennethsnow's solution](#)

76.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[kennethsnow's solution](#)

77.

199A

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

Quality: 30,295 global accepts · Rating: 900 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[kennethsnow's solution](#)

78.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

79.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kennethsnow's solution](#)

80.

137A

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

Quality: 7,839 global accepts · Rating: 900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

81.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

82.

130A

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

Quality: 1,936 global accepts · Rating: 900 · first AC: 2011-11-20 · Befunge (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

83.

115A

[Party](#) · [Tutorial](#)

Quality: 43,363 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[kennethsnow's solution](#)

84.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[kennethsnow's solution](#)

85.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

86.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

87.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 900 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

88.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

89.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: brute force, geometry

[kennethsnow's solution](#)

90.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2011-02-13 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

91.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

92.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[kennethsnow's solution](#)

93.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,034 global accepts · Rating: 900 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

94.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: implementation, schedules

[kennethsnow's solution](#)

95.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: number theory

[kennethsnow's solution](#)

96.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[kennethsnow's solution](#)

97.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kennethsnow's solution](#)

98.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math
[kennethsnow's solution](#)

99.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[kennethsnow's solution](#)

100.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kennethsnow's solution](#)

101.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[kennethsnow's solution](#)

102.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: games, greedy
[kennethsnow's solution](#)

103.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-02 · Python 3 (first AC) · Tags: implementation
[kennethsnow's solution](#)

104.

584A

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

Quality: 52,617 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math
[kennethsnow's solution](#)

105.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[kennethsnow's solution](#)

106.

500A

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

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation
[kennethsnow's solution](#)

107.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings
[kennethsnow's solution](#)

108.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-20 · GNU C++0x (first AC) · Tags: implementation

[kennethsnow's solution](#)

109.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

110.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

111.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

112.

195A

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

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

[kennethsnow's solution](#)

113.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,366 global accepts · Rating: 1000 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

114.

165A

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

Quality: 26,277 global accepts · Rating: 1000 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

115.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

116.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,989 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

117.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,713 global accepts · Rating: 1000 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

118.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kennethsnow's solution](#)

119.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

120.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,470 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

121.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

122.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-26 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

123.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

124.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

125.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

126.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,405 global accepts · Rating: 1000 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

127.

75A

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

Quality: 29,726 global accepts · Rating: 1000 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

128.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

129.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2011-02-14 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

130.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

131.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

132.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: brute force, math, number theory

[kennethsnow's solution](#)

133.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: strings

[kennethsnow's solution](#)

134.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: sortings

[kennethsnow's solution](#)

135.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy, strings

[kennethsnow's solution](#)

136.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy, shortest paths

[kennethsnow's solution](#)

137.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

138.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2011-01-20 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

139.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kennethsnow's solution](#)

140.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[kennethsnow's solution](#)

141.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

142.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kennethsnow's solution](#)

143.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kennethsnow's solution](#)

144.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

145.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[kennethsnow's solution](#)

146.

629B

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

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force

[kennethsnow's solution](#)

147.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[kennethsnow's solution](#)

148.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[kennethsnow's solution](#)

149.

558A

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

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[kennethsnow's solution](#)

150.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[kennethsnow's solution](#)

151.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-02-03 · GNU C++0x (first AC) · Tags: brute force

[kennethsnow's solution](#)

152.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: implementation

[kennethsnow's solution](#)

153.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: sortings

[kennethsnow's solution](#)

154.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

155.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-22 · GNU C++0x (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

156.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,094 global accepts · Rating: 1100 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: brute force, dp

[kennethsnow's solution](#)

157.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

158.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

159.

331C1

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

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

[kennethsnow's solution](#)

160.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

161.

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: greedy, math

[kennethsnow's solution](#)

162.

285A

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

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-03-21 · last AC: 2013-03-22 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

163.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: geometry, implementation, math

[kennethsnow's solution](#)

164.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kennethsnow's solution](#)

165.

227B

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

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

166.

192B

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

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

167.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-27 · Roco (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

168.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-27 · Roco (first AC) · Tags: *special

[kennethsnow's solution](#)

169.

190A

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

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

[kennethsnow's solution](#)

170.

160B

[Unlucky Ticket](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

171.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,846 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[kennethsnow's solution](#)

172.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · last AC: 2011-10-28 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

173.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

174.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

175.

103A

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

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, math

[kennethsnow's solution](#)

176.

100A

[Carpeting the Room](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 1100 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

177.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2011-06-06 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kennethsnow's solution](#)

178.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2011-06-06 · GNU C++ (first AC) · Tags: implementation, sortings

[kennethsnow's solution](#)

179.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

180.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory

[kennethsnow's solution](#)

181.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

182.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

183.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2011-02-11 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[kennethsnow's solution](#)

184.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,495 global accepts · Rating: 1100 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

185.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

186.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

187.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2010-08-14 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

188.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,117 global accepts · Rating: 1200 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[kennethsnow's solution](#)

189.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[kennethsnow's solution](#)

190.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[kennethsnow's solution](#)

191.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[kennethsnow's solution](#)

192.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

193.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kennethsnow's solution](#)

194.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[kennethsnow's solution](#)

195.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[kennethsnow's solution](#)

196.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

197.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

198.

625B

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

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[kennethsnow's solution](#)

199.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[kennethsnow's solution](#)

200.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

201.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

202.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[kennethsnow's solution](#)

203.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[kennethsnow's solution](#)

204.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

205.

379B

[New Year Present](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

206.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[kennethsnow's solution](#)

207.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: brute force, graphs, math

[kennethsnow's solution](#)

208.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1200 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

209.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[kennethsnow's solution](#)

210.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation

[kennethsnow's solution](#)

211.

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[kennethsnow's solution](#)

212.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · last AC: 2013-03-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kennethsnow's solution](#)

213.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · last AC: 2013-03-22 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

214.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

215.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[kennethsnow's solution](#)

216.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

217.

208D

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

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

[kennethsnow's solution](#)

218.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

219.

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: games, graph matchings, greedy

[kennethsnow's solution](#)

220.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

221.

180F

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

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

[kennethsnow's solution](#)

222.

171A

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

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

[kennethsnow's solution](#)

223.

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2012-02-13 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[kennethsnow's solution](#)

224.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

225.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2012-02-08 · last AC: 2012-02-08 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

226.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: constructive algorithms

[kennethsnow's solution](#)

227.

134A

[Average Numbers](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

228.

131B

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

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

[kennethsnow's solution](#)

229.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: brute force, geometry, implementation
[kennethsnow's solution](#)

230.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy
[kennethsnow's solution](#)

231.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: implementation, strings
[kennethsnow's solution](#)

232.

63B

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

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: implementation
[kennethsnow's solution](#)

233.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2011-07-06 · GNU C++ (first AC) · Tags: brute force, implementation
[kennethsnow's solution](#)

234.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: greedy, implementation
[kennethsnow's solution](#)

235.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2011-06-12 · GNU C++ (first AC) · Tags: implementation, sortings
[kennethsnow's solution](#)

236.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: brute force, implementation, math
[kennethsnow's solution](#)

237.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-04-30 · last AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy
[kennethsnow's solution](#)

238.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2011-04-23 · GNU C++ (first AC) · Tags: geometry, math
[kennethsnow's solution](#)

239.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: greedy, two pointers
[kennethsnow's solution](#)

240.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,478 global accepts · Rating: 1200 · first AC: 2011-02-14 · last AC: 2011-02-14 · GNU C++ (first AC) · Tags: constructive algorithms,

greedy

[kennethsnow's solution](#)

241.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2011-02-14 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

242.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2011-02-12 · GNU C++ (first AC) · Tags: implementation, number theory

[kennethsnow's solution](#)

243.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

244.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation, sortings

[kennethsnow's solution](#)

245.

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: brute force, greedy

[kennethsnow's solution](#)

246.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kennethsnow's solution](#)

247.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

248.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

249.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

250.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[kennethsnow's solution](#)

251.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

252.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

253.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[kennethsnow's solution](#)

254.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[kennethsnow's solution](#)

255.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[kennethsnow's solution](#)

256.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

257.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[kennethsnow's solution](#)

258.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: math

[kennethsnow's solution](#)

259.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[kennethsnow's solution](#)

260.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: implementation

[kennethsnow's solution](#)

261.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation

[kennethsnow's solution](#)

262.

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

[kennethsnow's solution](#)

263.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: implementation

[kennethsnow's solution](#)

264.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[kennethsnow's solution](#)

265.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

266.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[kennethsnow's solution](#)

267.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

268.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

269.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

270.

303A

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

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[kennethsnow's solution](#)

271.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, strings

[kennethsnow's solution](#)

272.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: games, greedy

[kennethsnow's solution](#)

273.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number

theory

[kennethsnow's solution](#)

274.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: games, greedy, implementation

[kennethsnow's solution](#)

275.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[kennethsnow's solution](#)

276.

246B

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

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: greedy, math

[kennethsnow's solution](#)

277.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[kennethsnow's solution](#)

278.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

279.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

280.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings

[kennethsnow's solution](#)

281.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

282.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math

[kennethsnow's solution](#)

283.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[kennethsnow's solution](#)

284.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[kennethsnow's solution](#)

285.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-05-27 · Roco (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

286.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

287.

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-26 · GNU C++ (first AC) · Tags: binary search, brute force

[kennethsnow's solution](#)

288.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

289.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force

[kennethsnow's solution](#)

290.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, combinatorics

[kennethsnow's solution](#)

291.

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[kennethsnow's solution](#)

292.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

293.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

294.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

295.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

296.

135A

[Replacement](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

297.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

298.

62A

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

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2011-07-04 · last AC: 2011-10-28 · GNU C++ (first AC) · Tags: greedy, math

[kennethsnow's solution](#)

299.

117A

[Elevator](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

300.

4C

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

Quality: 108,185 global accepts · Rating: 1300 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[kennethsnow's solution](#)

301.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: graphs, implementation, math

[kennethsnow's solution](#)

302.

96B

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

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[kennethsnow's solution](#)

303.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-07-03 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

304.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

305.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

306.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-06-18 · Tcl (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

307.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

308.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

309.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

310.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1300 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

311.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: strings

[kennethsnow's solution](#)

312.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: implementation, two pointers

[kennethsnow's solution](#)

313.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

314.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

315.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math

[kennethsnow's solution](#)

316.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

317.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[kennethsnow's solution](#)

318.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

319.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,891 global accepts · Rating: 1300 · first AC: 2010-08-14 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

320.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

321.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

322.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

323.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

324.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

325.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[kennethsnow's solution](#)

326.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[kennethsnow's solution](#)

327.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[kennethsnow's solution](#)

328.

550B

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

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[kennethsnow's solution](#)

329.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[kennethsnow's solution](#)

330.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

331.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[kennethsnow's solution](#)

332.

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

[kennethsnow's solution](#)

333.

516A

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

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

[kennethsnow's solution](#)

334.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2015-02-17 · Python 2 (first AC) · Tags: dp, greedy, implementation

[kennethsnow's solution](#)

335.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: implementation

[kennethsnow's solution](#)

336.

472C

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

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

[kennethsnow's solution](#)

337.

470A

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

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

[kennethsnow's solution](#)

338.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

339.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[kennethsnow's solution](#)

340.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[kennethsnow's solution](#)

341.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

342.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

343.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

344.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-26 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

345.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[kennethsnow's solution](#)

346.

331A1

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

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

[kennethsnow's solution](#)

347.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,016 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

348.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

349.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

350.

277A

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

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[kennethsnow's solution](#)

351.

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 1400 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

352.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

353.

219B

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

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

354.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

355.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-27 · Roco (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

356.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-27 · Roco (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

357.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-27 · Roco (first AC) · Tags: *special, implementation, math

[kennethsnow's solution](#)

358.

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

359.

175A

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

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

360.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[kennethsnow's solution](#)

361.

180C

[Letter](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

362.

158C

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

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[kennethsnow's solution](#)

363.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: games, math, number theory

[kennethsnow's solution](#)

364.

131C

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

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

[kennethsnow's solution](#)

365.

125A

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

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

366.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: dp, greedy, trees

[kennethsnow's solution](#)

367.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: games, math

[kennethsnow's solution](#)

368.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

369.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

370.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-26 · GNU C++ (first AC) · Tags: math, sortings

[kennethsnow's solution](#)

371.

107A

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

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[kennethsnow's solution](#)

372.

100C

[A+B](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 1400 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

373.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

374.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,912 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

375.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[kennethsnow's solution](#)

376.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-23 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

377.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-04-23 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

378.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[kennethsnow's solution](#)

379.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2011-02-13 · GNU C++ (first AC) · Tags: graphs

[kennethsnow's solution](#)

380.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2011-02-13 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

381.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

382.

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,865 global accepts · Rating: 1400 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

383.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,299 global accepts · Rating: 1500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[kennethsnow's solution](#)

384.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[kennethsnow's solution](#)

385.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kennethsnow's solution](#)

386.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kennethsnow's solution](#)

387.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[kennethsnow's solution](#)

388.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[kennethsnow's solution](#)

389.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, implementation

[kennethsnow's solution](#)

390.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[kennethsnow's solution](#)

391.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: greedy

[kennethsnow's solution](#)

392.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[kennethsnow's solution](#)

393.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dp, math, number theory

[kennethsnow's solution](#)

394.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[kennethsnow's solution](#)

395.

553A

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

Quality: 9,833 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[kennethsnow's solution](#)

396.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[kennethsnow's solution](#)

397.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[kennethsnow's solution](#)

398.

531C

[Diophantine equation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[kennethsnow's solution](#)

399.

531A

[Quadratic equation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[kennethsnow's solution](#)

400.

527C

[Glass Carving](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

401.

528A

[Glass Carving](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

402.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: greedy

[kennethsnow's solution](#)

403.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: greedy

[kennethsnow's solution](#)

404.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: dsu, implementation

[kennethsnow's solution](#)

405.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[kennethsnow's solution](#)

406.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[kennethsnow's solution](#)

407.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[kennethsnow's solution](#)

408.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[kennethsnow's solution](#)

409.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[kennethsnow's solution](#)

410.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-20 · GNU C++0x (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

411.

367A

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

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

[kennethsnow's solution](#)

412.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[kennethsnow's solution](#)

413.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[kennethsnow's solution](#)

414.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: graphs

[kennethsnow's solution](#)

415.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[kennethsnow's solution](#)

416.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[kennethsnow's solution](#)

417.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kennethsnow's solution](#)

418.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[kennethsnow's solution](#)

419.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

420.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-23 · last AC: 2013-04-23 · GNU C++ (first AC) · Tags: games, greedy

[kennethsnow's solution](#)

421.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[kennethsnow's solution](#)

422.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

423.

282C

[XOR and OR](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

424.

282B

[Painting Eggs](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

425.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: brute force, strings

[kennethsnow's solution](#)

426.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: data structures, greedy, implementation,

sortings

[kennethsnow's solution](#)

427.

274A

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

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[kennethsnow's solution](#)

428.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

429.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: brute force, geometry

[kennethsnow's solution](#)

430.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

431.

264B

[Good Sequences](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

432.

255C

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

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: brute force, dp

[kennethsnow's solution](#)

433.

256A

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

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[kennethsnow's solution](#)

434.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[kennethsnow's solution](#)

435.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[kennethsnow's solution](#)

436.

204A

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

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

[kennethsnow's solution](#)

437.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

438.

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

439.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

440.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: dfs and similar

[kennethsnow's solution](#)

441.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-29 · last AC: 2012-04-29 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

442.

165B

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

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: binary search, implementation

[kennethsnow's solution](#)

443.

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-02-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[kennethsnow's solution](#)

444.

149C

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

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

[kennethsnow's solution](#)

445.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,016 global accepts · Rating: 1500 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

446.

144C

[Anagram Search](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

447.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: sortings

[kennethsnow's solution](#)

448.

137C

[History](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

449.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[kennethsnow's solution](#)

450.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · last AC: 2011-10-28 · GNU C++ (first AC) · Tags: strings

[kennethsnow's solution](#)

451.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2011-10-26 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

452.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2011-10-23 · GNU C++0x (first AC) · Tags: hashing, implementation, strings

[kennethsnow's solution](#)

453.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

454.

114B

[PFAST Inc.](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

455.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[kennethsnow's solution](#)

456.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2011-06-28 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

457.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

458.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[kennethsnow's solution](#)

459.

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings

[kennethsnow's solution](#)

460.

64B

[Expression](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1500 · first AC: 2011-06-18 · Tcl (first AC) · Tags: *special, expression parsing

[kennethsnow's solution](#)

461.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

462.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[kennethsnow's solution](#)

463.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: hashing, implementation

[kennethsnow's solution](#)

464.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy

[kennethsnow's solution](#)

465.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2011-02-01 · GNU C++ (first AC) · Tags: strings

[kennethsnow's solution](#)

466.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

467.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[kennethsnow's solution](#)

468.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

469.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kennethsnow's solution](#)

470.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kennethsnow's solution](#)

471.

683C

[Symmetric Difference](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[kennethsnow's solution](#)

472.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[kennethsnow's solution](#)

473.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · last AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[kennethsnow's solution](#)

474.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, math

[kennethsnow's solution](#)

475.

599C

[Day at the Beach](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

476.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: geometry, sortings

[kennethsnow's solution](#)

477.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[kennethsnow's solution](#)

478.

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

[kennethsnow's solution](#)

479.

531D

[Set subtraction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[kennethsnow's solution](#)

480.

531B

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

Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[kennethsnow's solution](#)

481.

512A

[Fox And Names](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

482.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kennethsnow's solution](#)

483.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[kennethsnow's solution](#)

484.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[kennethsnow's solution](#)

485.

477A

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

Rating: 1600 · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: math

[kennethsnow's solution](#)

486.

429B

[Working out](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

487.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[kennethsnow's solution](#)

488.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[kennethsnow's solution](#)

489.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

490.

383A

[Milking cows](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

491.

380A

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

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

[kennethsnow's solution](#)

492.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[kennethsnow's solution](#)

493.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · last AC: 2013-12-25 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[kennethsnow's solution](#)

494.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · last AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

495.

372A

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

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[kennethsnow's solution](#)

496.

364A

[Matrix](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

497.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: brute force, geometry

[kennethsnow's solution](#)

498.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[kennethsnow's solution](#)

499.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kennethsnow's solution](#)

500.

348A

[Mafia](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

501.

343B

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

Quality: 17,312 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[kennethsnow's solution](#)

502.

343A

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

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

503.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

504.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++0x (first AC) · Tags: greedy

[kennethsnow's solution](#)

505.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[kennethsnow's solution](#)

506.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-19 · GNU C++0x (first AC) · Tags: brute force

[kennethsnow's solution](#)

507.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, greedy

[kennethsnow's solution](#)

508.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[kennethsnow's solution](#)

509.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[kennethsnow's solution](#)

510.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

511.

23B

[Party](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1600 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[kennethsnow's solution](#)

512.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[kennethsnow's solution](#)

513.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[kennethsnow's solution](#)

514.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: number theory

[kennethsnow's solution](#)

515.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[kennethsnow's solution](#)

516.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special

[kennethsnow's solution](#)

517.

171F

[ucyhf](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

518.

165C

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

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[kennethsnow's solution](#)

519.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

520.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

521.

151D

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

Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs, math

[kennethsnow's solution](#)

522.

150B

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

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[kennethsnow's solution](#)

523.

149B

[Martian Clock](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

524.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[kennethsnow's solution](#)

525.

131D

[Subway](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

526.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kennethsnow's solution](#)

527.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2011-09-14 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[kennethsnow's solution](#)

528.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: combinatorics

[kennethsnow's solution](#)

529.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: two pointers

[kennethsnow's solution](#)

530.

113A

[Grammar Lessons](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

531.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[kennethsnow's solution](#)

532.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

533.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

534.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-06-18 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[kennethsnow's solution](#)

535.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: binary search, number theory

[kennethsnow's solution](#)

536.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-11 · GNU C++ (first AC) · Tags: greedy, math

[kennethsnow's solution](#)

537.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[kennethsnow's solution](#)

538.

68B

[Energy exchange](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

539.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-02-12 · GNU C++ (first AC) · Tags: expression parsing

[kennethsnow's solution](#)

540.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

541.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

542.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

543.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-06-29 · last AC: 2018-06-29 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

544.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[kennethsnow's solution](#)

545.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[kennethsnow's solution](#)

546.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[kennethsnow's solution](#)

547.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[kennethsnow's solution](#)

548.

656B

[Scrambled](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

549.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

550.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[kennethsnow's solution](#)

551.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[kennethsnow's solution](#)

552.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[kennethsnow's solution](#)

553.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[kennethsnow's solution](#)

554.

531E

[Sum and product](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

555.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[kennethsnow's solution](#)

556.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[kennethsnow's solution](#)

557.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms
[kennethsnow's solution](#)

558.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-20 · GNU C++0x (first AC) · Tags: greedy, math
[kennethsnow's solution](#)

559.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers
[kennethsnow's solution](#)

560.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special
[kennethsnow's solution](#)

561.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special
[kennethsnow's solution](#)

562.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special
[kennethsnow's solution](#)

563.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special
[kennethsnow's solution](#)

564.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[kennethsnow's solution](#)

565.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-22 · GNU C++0x (first AC) · Tags: implementation, sortings
[kennethsnow's solution](#)

566.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation
[kennethsnow's solution](#)

567.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation
[kennethsnow's solution](#)

568.

303B

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

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

[kennethsnow's solution](#)

569.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,662 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[kennethsnow's solution](#)

570.

294B

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

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: dp, greedy

[kennethsnow's solution](#)

571.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[kennethsnow's solution](#)

572.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[kennethsnow's solution](#)

573.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2013-02-25 · last AC: 2013-02-25 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[kennethsnow's solution](#)

574.

269B

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

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

[kennethsnow's solution](#)

575.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: brute force, math

[kennethsnow's solution](#)

576.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[kennethsnow's solution](#)

577.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[kennethsnow's solution](#)

578.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: geometry, implementation, math

[kennethsnow's solution](#)

579.

192D

[Demonstration](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[kennethsnow's solution](#)

580.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

581.

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

582.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

583.

169C

[Substring and Subsequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

584.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

585.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[kennethsnow's solution](#)

586.

160C

[Find Pair](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

587.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kennethsnow's solution](#)

588.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2012-02-07 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

589.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[kennethsnow's solution](#)

590.

140A

[New Year Table](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

591.

131E

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

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

[kennethsnow's solution](#)

592.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[kennethsnow's solution](#)

593.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

594.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

595.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

596.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

597.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2011-08-03 · last AC: 2011-08-04 · MS C++ (first AC) · Tags: binary search, data structures, dp

[kennethsnow's solution](#)

598.

98A

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

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · last AC: 2011-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

599.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[kennethsnow's solution](#)

600.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: dp, sortings

[kennethsnow's solution](#)

601.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: brute force, implementation
[kennethsnow's solution](#)

602.

93A

[Frames](#) · [Tutorial](#)

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

603.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: dp
[kennethsnow's solution](#)

604.

82B

[Sets](#) · [Tutorial](#)

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

605.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings
[kennethsnow's solution](#)

606.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings
[kennethsnow's solution](#)

607.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-11 · Java 6 (first AC) · Tags: constructive algorithms, math, number theory
[kennethsnow's solution](#)

608.

65B

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

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[kennethsnow's solution](#)

609.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: implementation
[kennethsnow's solution](#)

610.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation
[kennethsnow's solution](#)

611.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,631 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

612.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[kennethsnow's solution](#)

613.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[kennethsnow's solution](#)

614.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[kennethsnow's solution](#)

615.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[kennethsnow's solution](#)

616.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

617.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[kennethsnow's solution](#)

618.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[kennethsnow's solution](#)

619.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[kennethsnow's solution](#)

620.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[kennethsnow's solution](#)

621.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[kennethsnow's solution](#)

622.

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

[kennethsnow's solution](#)

623.

527D

[Clique Problem](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

624.

528B

[Clique Problem](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

625.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[kennethsnow's solution](#)

626.

478C

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

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: greedy

[kennethsnow's solution](#)

627.

470B

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

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

[kennethsnow's solution](#)

628.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[kennethsnow's solution](#)

629.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special

[kennethsnow's solution](#)

630.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, greedy

[kennethsnow's solution](#)

631.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[kennethsnow's solution](#)

632.

333B

[Chips](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

633.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: binary search, math

[kennethsnow's solution](#)

634.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[kennethsnow's solution](#)

635.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[kennethsnow's solution](#)

636.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[kennethsnow's solution](#)

637.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[kennethsnow's solution](#)

638.

255D

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

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, implementation, math

[kennethsnow's solution](#)

639.

256B

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

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[kennethsnow's solution](#)

640.

251B

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

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

[kennethsnow's solution](#)

641.

238B

[Boring Partition](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

642.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[kennethsnow's solution](#)

643.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: dp, shortest paths

[kennethsnow's solution](#)

644.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: expression parsing, implementation

[kennethsnow's solution](#)

645.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

646.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

647.

185B

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

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, ternary search

[kennethsnow's solution](#)

648.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-26 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

649.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[kennethsnow's solution](#)

650.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

651.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[kennethsnow's solution](#)

652.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[kennethsnow's solution](#)

653.

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[kennethsnow's solution](#)

654.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[kennethsnow's solution](#)

655.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-02-08 · last AC: 2012-02-08 · GNU C++ (first AC) · Tags: constructive algorithms

[kennethsnow's solution](#)

656.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[kennethsnow's solution](#)

657.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 1800 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: binary search, greedy

[kennethsnow's solution](#)

658.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2012-01-09 · last AC: 2012-01-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[kennethsnow's solution](#)

659.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

660.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[kennethsnow's solution](#)

661.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[kennethsnow's solution](#)

662.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

663.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2011-10-26 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

664.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: graph matchings

[kennethsnow's solution](#)

665.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · last AC: 2011-10-20 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

666.

117B

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

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[kennethsnow's solution](#)

667.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: dp, probabilities

[kennethsnow's solution](#)

668.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force, probabilities

[kennethsnow's solution](#)

669.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: brute force, games, implementation

[kennethsnow's solution](#)

670.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, greedy

[kennethsnow's solution](#)

671.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-07-04 · GNU C++ (first AC) · Tags: binary search, implementation

[kennethsnow's solution](#)

672.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2011-06-23 · GNU C++ (first AC) · Tags: dp, sortings

[kennethsnow's solution](#)

673.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

674.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

675.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2011-06-18 · Tcl (first AC) · Tags: *special, greedy

[kennethsnow's solution](#)

676.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

677.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, strings

[kennethsnow's solution](#)

678.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

679.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: shortest paths

[kennethsnow's solution](#)

680.

85B

[Embassy Queue](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

681.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: binary search, math, sortings

[kennethsnow's solution](#)

682.

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

[kennethsnow's solution](#)

683.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-23 · GNU C++ (first AC) · Tags: math, probabilities

[kennethsnow's solution](#)

684.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-04-23 · GNU C++ (first AC) · Tags: geometry, probabilities

[kennethsnow's solution](#)

685.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

686.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[kennethsnow's solution](#)

687.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

688.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: geometry, implementation, math

[kennethsnow's solution](#)

689.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[kennethsnow's solution](#)

690.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive

[kennethsnow's solution](#)

691.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

692.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

693.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[kennethsnow's solution](#)

694.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: *special

[kennethsnow's solution](#)

695.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[kennethsnow's solution](#)

696.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

697.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[kennethsnow's solution](#)

698.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: brute force, math

[kennethsnow's solution](#)

699.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[kennethsnow's solution](#)

700.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[kennethsnow's solution](#)

701.

553B

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

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

[kennethsnow's solution](#)

702.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[kennethsnow's solution](#)

703.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[kennethsnow's solution](#)

704.

549D

[Haar Features](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

705.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[kennethsnow's solution](#)

706.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[kennethsnow's solution](#)

707.

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

[kennethsnow's solution](#)

708.

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[kennethsnow's solution](#)

709.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[kennethsnow's solution](#)

710.

477B

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

Rating: 1900 · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: math

[kennethsnow's solution](#)

711.

472D

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

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

[kennethsnow's solution](#)

712.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[kennethsnow's solution](#)

713.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[kennethsnow's solution](#)

714.

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[kennethsnow's solution](#)

715.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-20 · last AC: 2014-08-20 · GNU C++0x (first AC) · Tags: dp, sortings

[kennethsnow's solution](#)

716.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[kennethsnow's solution](#)

717.

452D

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

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

[kennethsnow's solution](#)

718.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: dp, dsu, sortings

[kennethsnow's solution](#)

719.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, sortings

[kennethsnow's solution](#)

720.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special

[kennethsnow's solution](#)

721.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[kennethsnow's solution](#)

722.

377B

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

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

[kennethsnow's solution](#)

723.

372B

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

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

[kennethsnow's solution](#)

724.

367B

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

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · last AC: 2013-11-29 · GNU C++ (first AC) · Tags: binary search, data structures

[kennethsnow's solution](#)

725.

356B

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

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

726.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[kennethsnow's solution](#)

727.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[kennethsnow's solution](#)

728.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

729.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

730.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu
[kennethsnow's solution](#)

731.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: combinatorics, number theory
[kennethsnow's solution](#)

732.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-22 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
[kennethsnow's solution](#)

733.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-09 · GNU C++ (first AC) · Tags: greedy, math
[kennethsnow's solution](#)

734.

227D

[Naughty Stone Piles](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: math, sortings
[kennethsnow's solution](#)

735.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: greedy
[kennethsnow's solution](#)

736.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp
[kennethsnow's solution](#)

737.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
[kennethsnow's solution](#)

738.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dfs and similar, dp
[kennethsnow's solution](#)

739.

195D

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

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

740.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, trees
[kennethsnow's solution](#)

741.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[kennethsnow's solution](#)

742.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: two pointers
[kennethsnow's solution](#)

743.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2012-04-30 · GNU C++ (first AC) · Tags: implementation, strings
[kennethsnow's solution](#)

744.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: —
[kennethsnow's solution](#)

745.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: greedy, strings
[kennethsnow's solution](#)

746.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings
[kennethsnow's solution](#)

747.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: dp
[kennethsnow's solution](#)

748.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: dp
[kennethsnow's solution](#)

749.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[kennethsnow's solution](#)

750.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: dp, strings
[kennethsnow's solution](#)

751.

135C

[Zero-One](#) · [Tutorial](#)

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

752.

134B

[Pairs of Numbers](#) · [Tutorial](#)

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

753.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, brute force, math
[kennethsnow's solution](#)

754.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · last AC: 2011-10-28 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory
[kennethsnow's solution](#)

755.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-07 · last AC: 2011-10-23 · MS C++ (first AC) · Tags: brute force, greedy, sortings, strings
[kennethsnow's solution](#)

756.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2011-10-23 · GNU C++0x (first AC) · Tags: data structures
[kennethsnow's solution](#)

757.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2011-10-21 · GNU C++0x (first AC) · Tags: data structures, greedy, trees
[kennethsnow's solution](#)

758.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · last AC: 2011-10-20 · MS C++ (first AC) · Tags: divide and conquer, geometry, sortings
[kennethsnow's solution](#)

759.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings
[kennethsnow's solution](#)

760.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2011-10-08 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities
[kennethsnow's solution](#)

761.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2011-10-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp
[kennethsnow's solution](#)

762.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,583 global accepts · Rating: 1900 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: dsu, graphs, trees
[kennethsnow's solution](#)

763.

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
[kennethsnow's solution](#)

764.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[kennethsnow's solution](#)

765.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: dp
[kennethsnow's solution](#)

766.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[kennethsnow's solution](#)

767.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[kennethsnow's solution](#)

768.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2011-08-01 · last AC: 2011-08-01 · MS C++ (first AC) · Tags: greedy, sortings
[kennethsnow's solution](#)

769.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: constructive algorithms
[kennethsnow's solution](#)

770.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths
[kennethsnow's solution](#)

771.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy
[kennethsnow's solution](#)

772.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-06-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[kennethsnow's solution](#)

773.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2011-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[kennethsnow's solution](#)

774.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2011-06-23 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

775.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: dp, games

[kennethsnow's solution](#)

776.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: graphs, shortest paths

[kennethsnow's solution](#)

777.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: data structures, trees

[kennethsnow's solution](#)

778.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: games

[kennethsnow's solution](#)

779.

57C

[Array](#) · [Tutorial](#)

Quality: 4,008 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[kennethsnow's solution](#)

780.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[kennethsnow's solution](#)

781.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[kennethsnow's solution](#)

782.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[kennethsnow's solution](#)

783.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special

[kennethsnow's solution](#)

784.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[kennethsnow's solution](#)

785.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[kennethsnow's solution](#)

786.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, dp

[kennethsnow's solution](#)

787.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dp, strings

[kennethsnow's solution](#)

788.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[kennethsnow's solution](#)

789.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

790.

611D

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

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[kennethsnow's solution](#)

791.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[kennethsnow's solution](#)

792.

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

[kennethsnow's solution](#)

793.

516B

[Drazil and Tiles](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

794.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: dp, strings

[kennethsnow's solution](#)

795.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: dp

[kennethsnow's solution](#)

796.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · last AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[kennethsnow's solution](#)

797.

451D

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

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-29 · GNU C++0x (first AC) · Tags: math

[kennethsnow's solution](#)

798.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[kennethsnow's solution](#)

799.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-04 · GNU C++0x (first AC) · Tags: games, greedy, sortings

[kennethsnow's solution](#)

800.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-22 · GNU C++0x (first AC) · Tags: binary search, math

[kennethsnow's solution](#)

801.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[kennethsnow's solution](#)

802.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[kennethsnow's solution](#)

803.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[kennethsnow's solution](#)

804.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: greedy, implementation

[kennethsnow's solution](#)

805.

367C

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

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

[kennethsnow's solution](#)

806.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar,

dsu, shortest paths, two pointers

[kennethsnow's solution](#)

807.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[kennethsnow's solution](#)

808.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-19 · GNU C++0x (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

809.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2011-11-25 · last AC: 2013-04-30 · GNU C++ (first AC) · Tags: binary search, two pointers

[kennethsnow's solution](#)

810.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force

[kennethsnow's solution](#)

811.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

[kennethsnow's solution](#)

812.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp

[kennethsnow's solution](#)

813.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

814.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

815.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[kennethsnow's solution](#)

816.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

817.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: binary search, geometry

[kennethsnow's solution](#)

818.

249A

[Robo-Footballer](#) · [Tutorial](#)

Quality: 2000 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

819.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[kennethsnow's solution](#)

820.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

821.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[kennethsnow's solution](#)

822.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,540 global accepts · Rating: 2000 · first AC: 2012-04-30 · GNU C++ (first AC) · Tags: binary search, dp, sortings

[kennethsnow's solution](#)

823.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2012-04-30 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

824.

181E

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

Quality: 2000 · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: games

[kennethsnow's solution](#)

825.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[kennethsnow's solution](#)

826.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: data structures, greedy

[kennethsnow's solution](#)

827.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

828.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special

[kennethsnow's solution](#)

829.

169D

[Lemmings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

830.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[kennethsnow's solution](#)

831.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

832.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[kennethsnow's solution](#)

833.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kennethsnow's solution](#)

834.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[kennethsnow's solution](#)

835.

127E

[E-reader Display](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

836.

126C

[E-reader Display](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

837.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2011-10-23 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, trees

[kennethsnow's solution](#)

838.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-19 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

839.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[kennethsnow's solution](#)

840.

117C

[Cycle](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

841.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: number theory

[kennethsnow's solution](#)

842.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

843.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[kennethsnow's solution](#)

844.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2011-07-05 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

845.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2011-06-28 · GNU C++ (first AC) · Tags: dp, math, probabilities

[kennethsnow's solution](#)

846.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

847.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kennethsnow's solution](#)

848.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2011-06-12 · GNU C++ (first AC) · Tags: games

[kennethsnow's solution](#)

849.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-09 · GNU C++ (first AC) · Tags: dp, games, math

[kennethsnow's solution](#)

850.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-06-06 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation,

math, trees

[kennethsnow's solution](#)

851.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: dp, math

[kennethsnow's solution](#)

852.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[kennethsnow's solution](#)

853.

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

[kennethsnow's solution](#)

854.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-11 · GNU C++ (first AC) · Tags: data structures, dp

[kennethsnow's solution](#)

855.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

856.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[kennethsnow's solution](#)

857.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kennethsnow's solution](#)

858.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[kennethsnow's solution](#)

859.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[kennethsnow's solution](#)

860.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[kennethsnow's solution](#)

861.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[kennethsnow's solution](#)

862.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[kennethsnow's solution](#)

863.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: dp

[kennethsnow's solution](#)

864.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[kennethsnow's solution](#)

865.

551D

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

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[kennethsnow's solution](#)

866.

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

[kennethsnow's solution](#)

867.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[kennethsnow's solution](#)

868.

543B

[Destroying Roads](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

869.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kennethsnow's solution](#)

870.

497C

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

Rating: 2100 · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[kennethsnow's solution](#)

871.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers
[kennethsnow's solution](#)

872.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[kennethsnow's solution](#)

873.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · last AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities
[kennethsnow's solution](#)

874.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · last AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer
[kennethsnow's solution](#)

875.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math
[kennethsnow's solution](#)

876.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[kennethsnow's solution](#)

877.

354C

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

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

878.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees
[kennethsnow's solution](#)

879.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees
[kennethsnow's solution](#)

880.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · last AC: 2013-07-28 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[kennethsnow's solution](#)

881.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[kennethsnow's solution](#)

882.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

883.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: dp, games

[kennethsnow's solution](#)

884.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[kennethsnow's solution](#)

885.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[kennethsnow's solution](#)

886.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: math, probabilities, sortings

[kennethsnow's solution](#)

887.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[kennethsnow's solution](#)

888.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · last AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[kennethsnow's solution](#)

889.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

890.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kennethsnow's solution](#)

891.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

892.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[kennethsnow's solution](#)

893.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2012-07-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[kennethsnow's solution](#)

894.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[kennethsnow's solution](#)

895.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

896.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: data structures, dsu, trees

[kennethsnow's solution](#)

897.

146E

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

Rating: 2100 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: combinatorics, dp

[kennethsnow's solution](#)

898.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-02-08 · last AC: 2012-02-08 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[kennethsnow's solution](#)

899.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy

[kennethsnow's solution](#)

900.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[kennethsnow's solution](#)

901.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2011-10-26 · GNU C++ (first AC) · Tags: dp, games, graphs

[kennethsnow's solution](#)

902.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-10-23 · GNU C++0x (first AC) · Tags: brute force, dp, strings

[kennethsnow's solution](#)

903.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-21 · GNU C++ (first AC) · Tags: geometry, ternary search

[kennethsnow's solution](#)

904.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · last AC: 2011-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, sortings

[kennethsnow's solution](#)

905.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

906.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2011-06-28 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[kennethsnow's solution](#)

907.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2011-06-06 · GNU C++ (first AC) · Tags: constructive algorithms

[kennethsnow's solution](#)

908.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2011-06-05 · GNU C++ (first AC) · Tags: geometry, math

[kennethsnow's solution](#)

909.

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

[kennethsnow's solution](#)

910.

952G

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

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[kennethsnow's solution](#)

911.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[kennethsnow's solution](#)

912.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[kennethsnow's solution](#)

913.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-02 · last AC: 2015-12-02 · GNU C++11 (first AC) · Tags: games, math

[kennethsnow's solution](#)

914.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: data structures, trees

[kennethsnow's solution](#)

915.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[kennethsnow's solution](#)

916.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[kennethsnow's solution](#)

917.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[kennethsnow's solution](#)

918.

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[kennethsnow's solution](#)

919.

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

[kennethsnow's solution](#)

920.

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

[kennethsnow's solution](#)

921.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kennethsnow's solution](#)

922.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · last AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[kennethsnow's solution](#)

923.

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

[kennethsnow's solution](#)

924.

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

[kennethsnow's solution](#)

925.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[kennethsnow's solution](#)

926.

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2015-02-03 · GNU C++0x (first AC) · Tags: dp, greedy
[kennethsnow's solution](#)

927.

477C

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

Rating: 2200 · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: dp
[kennethsnow's solution](#)

928.

429D

[Tricky Function](#) · [Tutorial](#)

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

929.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy
[kennethsnow's solution](#)

930.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special, geometry
[kennethsnow's solution](#)

931.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees
[kennethsnow's solution](#)

932.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-22 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation, trees
[kennethsnow's solution](#)

933.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: brute force, implementation, math
[kennethsnow's solution](#)

934.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-20 · last AC: 2013-11-20 · GNU C++ (first AC) · Tags: dp, greedy
[kennethsnow's solution](#)

935.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp
[kennethsnow's solution](#)

936.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[kennethsnow's solution](#)

937.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[kennethsnow's solution](#)

938.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-01-09 · last AC: 2013-04-30 · GNU C++ (first AC) · Tags: data structures, implementation

[kennethsnow's solution](#)

939.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[kennethsnow's solution](#)

940.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[kennethsnow's solution](#)

941.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[kennethsnow's solution](#)

942.

255E

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

Quality: 977 global accepts · Rating: 2200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: games, implementation, math

[kennethsnow's solution](#)

943.

256C

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

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

[kennethsnow's solution](#)

944.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

945.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[kennethsnow's solution](#)

946.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: geometry, graphs, implementation, shortest paths

[kennethsnow's solution](#)

947.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[kennethsnow's solution](#)

948.

51D

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

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: implementation
[kennethsnow's solution](#)

949.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy
[kennethsnow's solution](#)

950.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[kennethsnow's solution](#)

951.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2011-10-22 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms
[kennethsnow's solution](#)

952.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-20 · MS C++ (first AC) · Tags: greedy
[kennethsnow's solution](#)

953.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2011-10-06 · GNU C++ (first AC) · Tags: dp, sortings
[kennethsnow's solution](#)

954.

98B

[Help King](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2200 · first AC: 2011-09-22 · Java 6 (first AC) · Tags: implementation, probabilities, trees
[kennethsnow's solution](#)

955.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: brute force, math, number theory
[kennethsnow's solution](#)

956.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[kennethsnow's solution](#)

957.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

958.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-25 · last AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[kennethsnow's solution](#)

959.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[kennethsnow's solution](#)

960.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[kennethsnow's solution](#)

961.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-06 · last AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[kennethsnow's solution](#)

962.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[kennethsnow's solution](#)

963.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[kennethsnow's solution](#)

964.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees
[kennethsnow's solution](#)

965.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy
[kennethsnow's solution](#)

966.

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
[kennethsnow's solution](#)

967.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[kennethsnow's solution](#)

968.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[kennethsnow's solution](#)

969.

516C

[Brazil and Park](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

970.

512C

[Fox And Dinner](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

971.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory

[kennethsnow's solution](#)

972.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: data structures, math

[kennethsnow's solution](#)

973.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · last AC: 2014-04-27 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[kennethsnow's solution](#)

974.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[kennethsnow's solution](#)

975.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[kennethsnow's solution](#)

976.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

977.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[kennethsnow's solution](#)

978.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: dp, trees

[kennethsnow's solution](#)

979.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[kennethsnow's solution](#)

980.

248D

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

Quality: 530 global accepts · Rating: 2300 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[kennethsnow's solution](#)

981.

249B

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

Rating: 2300 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: binary search, greedy

[kennethsnow's solution](#)

982.

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2012-11-01 · last AC: 2012-11-01 · GNU C++ (first AC) · Tags: brute force, implementation

[kennethsnow's solution](#)

983.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[kennethsnow's solution](#)

984.

180B

[Divisibility Rules](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2300 · first AC: 2012-04-26 · GNU C++ (first AC) · Tags: math, number theory

[kennethsnow's solution](#)

985.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[kennethsnow's solution](#)

986.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[kennethsnow's solution](#)

987.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2300 · first AC: 2012-02-13 · GNU C++ (first AC) · Tags: graphs, shortest paths

[kennethsnow's solution](#)

988.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2012-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[kennethsnow's solution](#)

989.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2012-02-11 · GNU C++ (first AC) · Tags: implementation, math

[kennethsnow's solution](#)

990.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: string suffix structures, strings

[kennethsnow's solution](#)

991.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2012-02-09 · GNU C++ (first AC) · Tags: geometry, implementation, sortings

[kennethsnow's solution](#)

992.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: math

[kennethsnow's solution](#)

993.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

994.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2011-10-22 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[kennethsnow's solution](#)

995.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2011-10-21 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs

[kennethsnow's solution](#)

996.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[kennethsnow's solution](#)

997.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-21 · last AC: 2011-06-21 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs

[kennethsnow's solution](#)

998.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: brute force, combinatorics

[kennethsnow's solution](#)

999.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[kennethsnow's solution](#)

1000.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-17 · GNU C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

[kennethsnow's solution](#)

1001.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[kennethsnow's solution](#)

1002.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kennethsnow's solution](#)

1003.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[kennethsnow's solution](#)

1004.

526E

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

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

[kennethsnow's solution](#)

1005.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[kennethsnow's solution](#)

1006.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2014-07-20 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[kennethsnow's solution](#)

1007.

380B

[Sereja and Tree](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

1008.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2014-01-01 · last AC: 2014-01-01 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[kennethsnow's solution](#)

1009.

377D

[Developing Game](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

1010.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[kennethsnow's solution](#)

1011.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2013-10-01 · last AC: 2013-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[kennethsnow's solution](#)

1012.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-05-13 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[kennethsnow's solution](#)

1013.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[kennethsnow's solution](#)

1014.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

1015.

227E

[Anniversary](#) · [Tutorial](#)

Rating: 2400 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: matrices, number theory

[kennethsnow's solution](#)

1016.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[kennethsnow's solution](#)

1017.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-07-17 · MS C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

1018.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: binary search, geometry

[kennethsnow's solution](#)

1019.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2012-04-30 · GNU C++ (first AC) · Tags: bitmasks, graph matchings, graphs

[kennethsnow's solution](#)

1020.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[kennethsnow's solution](#)

1021.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2012-02-08 · last AC: 2012-02-08 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

1022.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices
[kennethsnow's solution](#)

1023.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: binary search, graphs
[kennethsnow's solution](#)

1024.

119E

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

Quality: 123 global accepts · Rating: 2400 · first AC: 2011-10-19 · GNU C++ (first AC) · Tags: geometry
[kennethsnow's solution](#)

1025.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2011-08-24 · GNU C++ (first AC) · Tags: dp, graphs, matrices
[kennethsnow's solution](#)

1026.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: graphs, shortest paths
[kennethsnow's solution](#)

1027.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2011-06-06 · GNU C++ (first AC) · Tags: data structures, sortings
[kennethsnow's solution](#)

1028.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2011-06-06 · GNU C++ (first AC) · Tags: geometry, shortest paths
[kennethsnow's solution](#)

1029.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-12 · last AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[kennethsnow's solution](#)

1030.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: bitmasks, dp
[kennethsnow's solution](#)

1031.

185C

[Clever Fat Rat](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2500 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: dp
[kennethsnow's solution](#)

1032.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-20 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory
[kennethsnow's solution](#)

1033.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: dp

[kennethsnow's solution](#)

1034.

407C

[Curious Array](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

1035.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2013-11-12 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[kennethsnow's solution](#)

1036.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · last AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

1037.

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[kennethsnow's solution](#)

1038.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: binary search, data structures, dsu

[kennethsnow's solution](#)

1039.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: brute force, dp

[kennethsnow's solution](#)

1040.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: bitmasks, dp

[kennethsnow's solution](#)

1041.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, graphs, matrices

[kennethsnow's solution](#)

1042.

135D

[Cycle](#) · [Tutorial](#)

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

[kennethsnow's solution](#)

1043.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2011-10-19 · GNU C++ (first AC) · Tags: geometry, two pointers

[kennethsnow's solution](#)

1044.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-10-02 · GNU C++ (first AC) · Tags: divide and conquer, math
[kennethsnow's solution](#)

1045.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-09-14 · GNU C++ (first AC) · Tags: brute force, dsu, math
[kennethsnow's solution](#)

1046.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: dp, math
[kennethsnow's solution](#)

1047.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: dp, dsu, graphs
[kennethsnow's solution](#)

1048.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: dp, math, matrices
[kennethsnow's solution](#)

1049.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: brute force, implementation
[kennethsnow's solution](#)

1050.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2011-07-06 · GNU C++ (first AC) · Tags: dp, math
[kennethsnow's solution](#)

1051.

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: geometry
[kennethsnow's solution](#)

1052.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: data structures, implementation
[kennethsnow's solution](#)

1053.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2016-12-30 · last AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[kennethsnow's solution](#)

1054.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[kennethsnow's solution](#)

1055.

528C

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

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

[kennethsnow's solution](#)

1056.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[kennethsnow's solution](#)

1057.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: bitmasks, shortest paths

[kennethsnow's solution](#)

1058.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-17 · last AC: 2012-10-17 · GNU C++ (first AC) · Tags: data structures

[kennethsnow's solution](#)

1059.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2012-07-21 · GNU C++ (first AC) · Tags: math, matrices

[kennethsnow's solution](#)

1060.

40D

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

Quality: 171 global accepts · Rating: 2600 · first AC: 2012-02-11 · Java 6 (first AC) · Tags: math

[kennethsnow's solution](#)

1061.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2011-10-10 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

1062.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

1063.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: greedy

[kennethsnow's solution](#)

1064.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: dp, math, number theory

[kennethsnow's solution](#)

1065.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2014-01-21 · last AC: 2014-01-21 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[kennethsnow's solution](#)

1066.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[kennethsnow's solution](#)

1067.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: data structures
[kennethsnow's solution](#)

1068.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: dp
[kennethsnow's solution](#)

1069.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-23 · last AC: 2013-04-23 · GNU C++ (first AC) · Tags: brute force, combinatorics
[kennethsnow's solution](#)

1070.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2012-02-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[kennethsnow's solution](#)

1071.

44F

[BerPaint](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 2700 · first AC: 2011-11-12 · GNU C++ (first AC) · Tags: geometry, graphs
[kennethsnow's solution](#)

1072.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2011-08-21 · GNU C++ (first AC) · Tags: brute force, math, matrices
[kennethsnow's solution](#)

1073.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2011-07-23 · last AC: 2011-07-23 · GNU C++ (first AC) · Tags: dp, games, math, probabilities
[kennethsnow's solution](#)

1074.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: math
[kennethsnow's solution](#)

1075.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2012-05-22 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[kennethsnow's solution](#)

1076.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2011-10-26 · GNU C++ (first AC) · Tags: greedy, sortings

[kennethsnow's solution](#)

1077.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: strings

[kennethsnow's solution](#)

1078.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: data structures, trees

[kennethsnow's solution](#)

1079.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[kennethsnow's solution](#)

1080.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: geometry

[kennethsnow's solution](#)

1081.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2012-04-26 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[kennethsnow's solution](#)

1082.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[kennethsnow's solution](#)

1083.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-09 · Python 3 (first AC) · Tags: *special, brute force, games, interactive

[kennethsnow's solution](#)

1084.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-09 · Python 3 (first AC) · Tags: *special, strings

[kennethsnow's solution](#)

1085.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: — · first AC: 2026-04-09 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[kennethsnow's solution](#)

1086.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-03 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[kennethsnow's solution](#)

1087.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kennethsnow's solution](#)

1088.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

1089.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

1090.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

1091.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-15 · last AC: 2020-06-15 · Q# (first AC) · Tags: *special

[kennethsnow's solution](#)

1092.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[kennethsnow's solution](#)

1093.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[kennethsnow's solution](#)

1094.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[kennethsnow's solution](#)

1095.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[kennethsnow's solution](#)

1096.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[kennethsnow's solution](#)

1097.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[kennethsnow's solution](#)

1098.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

1099.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[kennethsnow's solution](#)

1100.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kennethsnow's solution](#)

1101.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kennethsnow's solution](#)

1102.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · last AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kennethsnow's solution](#)

1103.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kennethsnow's solution](#)

1104.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[kennethsnow's solution](#)

1105.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[kennethsnow's solution](#)

1106.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

1107.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[kennethsnow's solution](#)

1108.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[kennethsnow's solution](#)

1109.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · Python 3 (first AC) · Tags: —

[kennethsnow's solution](#)

1110.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1111.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1112.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1113.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1114.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1115.

100203B

[Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-15 · last AC: 2015-08-15 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1116.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1117.

100701F

[A7A05D”5C08CR ADd5C0K](#)

Rating: — · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: —

[kennethsnow's solution](#)

1118.

100579D

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

Rating: — · first AC: 2015-01-19 · last AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1119.

100579C

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

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1120.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1121.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1122.

100514P

[Prooooooooooooofer](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1123.

100514F

[2715](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · Python 2 (first AC) · Tags: —

[kennethsnow's solution](#)

1124.

100514G

[uehSlff](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1125.

100514D

[13lk](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1126.

100514L

[Key](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1127.

100514C

[Pgkpxumgs](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1128.

100514A

[Bank](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1129.

100514B

[:-P](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1130.

100514E

[Peace of AmericanWedding](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1131.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1132.

100514N

[tirnaeumPt](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1133.

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1134.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1135.

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1136.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1137.

1005140

[0x](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1138.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1139.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1140.

100503B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1141.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · last AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1142.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1143.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1144.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1145.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1146.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1147.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1148.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1149.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-09 · Java 7 (first AC) · Tags: —

[kennethsnow's solution](#)

1150.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-09 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1151.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-09 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1152.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-09 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1153.

100307I

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

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1154.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1155.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1156.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1157.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1158.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1159.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1160.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1161.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1162.

100402J

[Wikipidia](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1163.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1164.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1165.

100402D

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

Rating: — · first AC: 2014-05-31 · Java 7 (first AC) · Tags: —

[kennethsnow's solution](#)

1166.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1167.

100402F

[Reversing Prefixes](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1168.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1169.

100405H

[Highway of the Future](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1170.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1171.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1172.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1173.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1174.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1175.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1176.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1177.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1178.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1179.

100365C

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-15 · Java 7 (first AC) · Tags: —

[kennethsnow's solution](#)

1180.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1181.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1182.

100365B

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

Rating: — · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1183.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1184.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-14 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1185.

100430B

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

Rating: — · first AC: 2014-05-14 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1186.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-14 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1187.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · last AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1188.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1189.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1190.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1191.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1192.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2014-03-05 · last AC: 2014-03-05 · GNU C++0x (first AC) · Tags: data structures

[kennethsnow's solution](#)

1193.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1194.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1195.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1196.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1197.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1198.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1199.

100159C

[Squished Status](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-04 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1200.

100159B

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

Rating: — · first AC: 2013-12-04 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1201.

100159A

[Checkpoint](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-04 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1202.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1203.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1204.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1205.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1206.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1207.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1208.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1209.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1210.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1211.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1212.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1213.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1214.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1215.

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1216.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1217.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1218.

100254B

[Message](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1219.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1220.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1221.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1222.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1223.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1224.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · last AC: 2013-10-13 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1225.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · last AC: 2013-10-13 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1226.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · last AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1227.

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · last AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1228.

100240I

[Moogole](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1229.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1230.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1231.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1232.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1233.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1234.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1235.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1236.

100185G

[Forest Highway](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1237.

100185H

[FreeCell](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1238.

100185D

[Chicken Joggers](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1239.

100185C

[Vacuum Tubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1240.

100185I

[Flag Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1241.

100185F

[Bank Queue](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1242.

100185A

[Car Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1243.

100185B

[Peragrams](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-07 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1244.

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-06 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1245.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-06 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1246.

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-06 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1247.

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-06 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1248.

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-06 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1249.

100222E

[Infinity Sect](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1250.

100222A

[Addictions](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1251.

100222G

[Refrain](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · last AC: 2013-10-05 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1252.

100222D

[Gas Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1253.

100222J

[Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++0x (first AC) · Tags: —

[kennethsnow's solution](#)

1254.

100222C

[Decoding Martian Messages](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1255.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1256.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1257.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1258.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1259.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1260.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1261.

100228J

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

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1262.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1263.

100187H

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

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1264.

100187L

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

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1265.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1266.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1267.

100187A

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

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1268.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1269.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · last AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1270.

100134B

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

Rating: — · first AC: 2013-04-24 · last AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1271.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · last AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1272.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1273.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1274.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1275.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-24 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1276.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-08 · last AC: 2013-03-08 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1277.

100153G

[Yet Another Rooks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1278.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1279.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1280.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1281.

100155F

[Lock Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1282.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1283.

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1284.

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1285.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1286.

100155C

[Encrypted Password](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1287.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1288.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1289.

100113J

[Order Splitter](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1290.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1291.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1292.

100113L

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1293.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1294.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1295.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1296.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1297.

100065B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1298.

100065A

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1299.

100030J

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

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1300.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1301.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1302.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1303.

100030E

[Tests Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1304.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1305.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1306.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1307.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1308.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1309.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1310.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1311.

100044A

[AÔÜQ;LC;DÄHC„9 Cä1D”8C’ 4CT;C„BCT;DÀ](#)

Rating: — · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1312.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1313.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-31 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1314.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1315.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1316.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1317.

100009E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-22 · GNU C++ (first AC) · Tags: —

[kennethsnow's solution](#)

1318.

100009D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-22 · GNU C++ (first AC) · Tags: —

