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111.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[knightL's solution](#)

112.

859A

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

Quality: 8,620 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

113.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[knightL's solution](#)

114.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[knightL's solution](#)

115.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[knightL's solution](#)

116.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[knightL's solution](#)

117.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,217 global accepts · Rating: 800 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: implementation, strings

[knightL's solution](#)

118.

630A

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

Quality: 93,548 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[knightL's solution](#)

119.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[knightL's solution](#)

120.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: constructive algorithms, math

[knightL's solution](#)

121.

472A

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

Quality: 70,785 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[knightL's solution](#)

122.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[knightL's solution](#)

123.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[knightL's solution](#)

124.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 800 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[knightL's solution](#)

125.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: implementation, math

[knightL's solution](#)

126.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[knightL's solution](#)

127.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, implementation

[knightL's solution](#)

128.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[knightL's solution](#)

129.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,407 global accepts · Rating: 800 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: strings

[knightL's solution](#)

130.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · Java 21 (first AC) · Tags: dp, greedy, implementation, strings

[knightL's solution](#)

131.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · Java 21 (first AC) · Tags: implementation, math

[knightL's solution](#)

132.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · Java 21 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

133.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[knightL's solution](#)

134.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · Java 11 (first AC) · Tags: greedy, strings, two pointers

[knightL's solution](#)

135.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-20 · GNU C11 (first AC) · Tags: games, math

[knightL's solution](#)

136.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · Java 17 (first AC) · Tags: brute force, geometry, greedy

[knightL's solution](#)

137.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · Java 11 (first AC) · Tags: combinatorics, greedy, math

[knightL's solution](#)

138.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: constructive algorithms, math

[knightL's solution](#)

139.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · Java 17 (first AC) · Tags: math, number theory

[knightL's solution](#)

140.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-02 · Java 11 (first AC) · Tags: implementation, math

[knightL's solution](#)

141.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-07-04 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[knightL's solution](#)

142.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2022-07-02 · Python 3 (first AC) · Tags: geometry, math

[knightL's solution](#)

143.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · Java 11 (first AC) · Tags: greedy

[knightL's solution](#)

144.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · Java 11 (first AC) · Tags: math

[knightL's solution](#)

145.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: math

[knightL's solution](#)

146.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-10-29 · Kotlin 1.5 (first AC) · Tags: strings

[knightL's solution](#)

147.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[knightL's solution](#)

148.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C11 (first AC) · Tags: *special, implementation, interactive

[knightL's solution](#)

149.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

150.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[knightL's solution](#)

151.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

152.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[knightL's solution](#)

153.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: implementation, math

[knightL's solution](#)

154.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

155.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

156.

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

157.

1171C

[Letters Rearranging](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, sortings, strings

[knightL's solution](#)

158.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[knightL's solution](#)

159.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

160.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs

[knightL's solution](#)

161.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: *special, dfs and similar, trees

[knightL's solution](#)

162.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[knightL's solution](#)

163.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[knightL's solution](#)

164.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[knightL's solution](#)

165.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[knightL's solution](#)

166.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: implementation

[knightL's solution](#)

167.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · last AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[knightL's solution](#)

168.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[knightL's solution](#)

169.

653A

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

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

[knightL's solution](#)

170.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · Java 7 (first AC) · Tags: implementation

[knightL's solution](#)

171.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: implementation

[knightL's solution](#)

172.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2015-11-13 · Java 7 (first AC) · Tags: math

[knightL's solution](#)

173.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,978 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

174.

549A

[Face Detection](#) · [Tutorial](#)

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

[knightL's solution](#)

175.

313A

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

Quality: 65,056 global accepts · Rating: 900 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, number theory

[knightL's solution](#)

176.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[knightL's solution](#)

177.

130A

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

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

[knightL's solution](#)

178.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[knightL's solution](#)

179.

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: constructive algorithms, strings

[knightL's solution](#)

180.

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · Java 21 (first AC) · Tags: constructive algorithms

[knightL's solution](#)

181.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · Java 21 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

182.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · Java 8 (first AC) · Tags: constructive algorithms, games

[knightL's solution](#)

183.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · Java 8 (first AC) · Tags: greedy

[knightL's solution](#)

184.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · Java 17 (first AC) · Tags: constructive algorithms, math, number theory

[knightL's solution](#)

185.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

186.

1798B

[Three Sevens](#) · [Tutorial](#)

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

[knightL's solution](#)

187.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · Java 11 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

188.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

189.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[knightL's solution](#)

190.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · Java 11 (first AC) · Tags: constructive algorithms

[knightL's solution](#)

191.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · Java 11 (first AC) · Tags: brute force, greedy

[knightL's solution](#)

192.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[knightL's solution](#)

193.

1769B1

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Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · Java 11 (first AC) · Tags: *special, brute force, implementation, math

[knightL's solution](#)

194.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2022-11-27 · Java 17 (first AC) · Tags: math, number theory

[knightL's solution](#)

195.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · Java 17 (first AC) · Tags: brute force, math

[knightL's solution](#)

196.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-09 · Java 11 (first AC) · Tags: constructive algorithms, sortings

[knightL's solution](#)

197.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[knightL's solution](#)

198.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[knightL's solution](#)

199.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-27 · Java 11 (first AC) · Tags: constructive algorithms

[knightL's solution](#)

200.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · Java 11 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

201.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: brute force, sortings

[knightL's solution](#)

202.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[knightL's solution](#)

203.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[knightL's solution](#)

204.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[knightL's solution](#)

205.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: brute force, geometry, greedy

[knightL's solution](#)

206.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,204 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

207.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, number theory

[knightL's solution](#)

208.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[knightL's solution](#)

209.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[knightL's solution](#)

210.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: implementation, math
[knightL's solution](#)

211.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[knightL's solution](#)

212.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation
[knightL's solution](#)

213.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[knightL's solution](#)

214.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: implementation, math
[knightL's solution](#)

215.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[knightL's solution](#)

216.

804A

[Find Amir](#) · [Tutorial](#)

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

217.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation
[knightL's solution](#)

218.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: implementation
[knightL's solution](#)

219.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[knightL's solution](#)

220.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · Java 7 (first AC) · Tags: implementation, math

[knightL's solution](#)

221.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[knightL's solution](#)

222.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · Java 7 (first AC) · Tags: dfs and similar, graphs, implementation

[knightL's solution](#)

223.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[knightL's solution](#)

224.

221A

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

Quality: 16,805 global accepts · Rating: 1000 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, math

[knightL's solution](#)

225.

219A

[k-String](#) · [Tutorial](#)

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

[knightL's solution](#)

226.

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

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227.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 1000 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation

[knightL's solution](#)

228.

109A

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

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

[knightL's solution](#)

229.

106B

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

[knightL's solution](#)

230.

106A

[Card Game](#) · [Tutorial](#)

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

[knightL's solution](#)

231.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · Java 21 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

232.

1958A

[1-3-5](#) · [Tutorial](#)

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233.

1942B

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Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · Java 8 (first AC) · Tags: constructive algorithms, math

[knightL's solution](#)

234.

1923B

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Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · Java 8 (first AC) · Tags: dp, greedy, implementation

[knightL's solution](#)

235.

1910A

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[knightL's solution](#)

236.

1842B

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Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[knightL's solution](#)

237.

1827A

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Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-05-14 · Java 11 (first AC) · Tags: combinatorics, math, sortings, two pointers

[knightL's solution](#)

238.

1787B

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Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · Java 11 (first AC) · Tags: greedy, math, number theory

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239.

1669F

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Quality: 39,628 global accepts · Rating: 1100 · first AC: 2023-01-20 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[knightL's solution](#)

240.

1760E

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Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[knightL's solution](#)

241.

1700B

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Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · Java 11 (first AC) · Tags: constructive algorithms, implementation, math
[knightL's solution](#)

242.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: brute force, dp, greedy, math
[knightL's solution](#)

243.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: greedy, strings
[knightL's solution](#)

244.

1610B

[Kalindrome Array](#) · [Tutorial](#)

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[knightL's solution](#)

245.

1606B

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Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · Java 11 (first AC) · Tags: greedy, implementation, math
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246.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[knightL's solution](#)

247.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[knightL's solution](#)

248.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, math
[knightL's solution](#)

249.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[knightL's solution](#)

250.

1146B

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Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[knightL's solution](#)

251.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[knightL's solution](#)

252.

765B

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Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[knightL's solution](#)

253.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[knightL's solution](#)

254.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: math
[knightL's solution](#)

255.

731B

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Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[knightL's solution](#)

256.

630J

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Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math, number theory
[knightL's solution](#)

257.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,664 global accepts · Rating: 1100 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math
[knightL's solution](#)

258.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,922 global accepts · Rating: 1100 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math
[knightL's solution](#)

259.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[knightL's solution](#)

260.

558A

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

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-14 · Java 7 (first AC) · Tags: brute force, implementation, sortings
[knightL's solution](#)

261.

522B

[Photo to Remember](#) · [Tutorial](#)

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

262.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-11-06 · Java 7 (first AC) · Tags: implementation
[knightL's solution](#)

263.

355A

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

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[knightL's solution](#)

264.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: greedy
[knightL's solution](#)

265.

313B

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Quality: 54,514 global accepts · Rating: 1100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp, implementation
[knightL's solution](#)

266.

258A

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

Quality: 26,509 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math
[knightL's solution](#)

267.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings
[knightL's solution](#)

268.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation
[knightL's solution](#)

269.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,247 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[knightL's solution](#)

270.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings
[knightL's solution](#)

271.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
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272.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special
[knightL's solution](#)

273.

162A

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

Quality: 842 global accepts · Rating: 1100 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special, implementation
[knightL's solution](#)

274.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, greedy, implementation
[knightL's solution](#)

275.

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
[knightL's solution](#)

276.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math
[knightL's solution](#)

277.

68A

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

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

278.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: brute force, implementation
[knightL's solution](#)

279.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[knightL's solution](#)

280.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · Java 21 (first AC) · Tags: dp, greedy, implementation
[knightL's solution](#)

281.

2161C

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Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
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282.

2053B

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Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: binary search, brute force, data structures, greedy
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283.

2002C

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Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · Java 8 (first AC) · Tags: brute force, geometry, greedy, math
[knightL's solution](#)

284.

1987C

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Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · Java 8 (first AC) · Tags: dp, greedy

[knightL's solution](#)

285.

1951B

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[knightL's solution](#)

286.

1916C

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

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287.

1909B

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Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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288.

1870B

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289.

1848B

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290.

1339B

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291.

1799B

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292.

749B

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Quality: 8,934 global accepts · Rating: 1200 · first AC: 2023-01-20 · Java 11 (first AC) · Tags: brute force, constructive algorithms, geometry

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293.

1769C1

[A65C0D1 CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · Java 11 (first AC) · Tags: *special, brute force, dp, greedy

[knightL's solution](#)

294.

1713C

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[knightL's solution](#)

295.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · Java 11 (first AC) · Tags: brute force, greedy, sortings
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296.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: greedy, implementation
[knightL's solution](#)

297.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: constructive algorithms, greedy
[knightL's solution](#)

298.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[knightL's solution](#)

299.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[knightL's solution](#)

300.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[knightL's solution](#)

301.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
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302.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[knightL's solution](#)

303.

1491B

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304.

1392C

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[knightL's solution](#)

305.

1375B

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Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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306.

1305B

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Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[knightL's solution](#)

307.

1270B

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Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[knightL's solution](#)

308.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[knightL's solution](#)

309.

1149A

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

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

[knightL's solution](#)

310.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

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311.

1091B

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Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[knightL's solution](#)

312.

1028B

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[knightL's solution](#)

313.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[knightL's solution](#)

314.

914B

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Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[knightL's solution](#)

315.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[knightL's solution](#)

316.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[knightL's solution](#)

317.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math
[knightL's solution](#)

318.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · Perl (first AC) · Tags: *special, constructive algorithms, greedy
[knightL's solution](#)

319.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math
[knightL's solution](#)

320.

722B

[Verse Pattern](#) · [Tutorial](#)

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

321.

708A

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

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

322.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: games, math
[knightL's solution](#)

323.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math
[knightL's solution](#)

324.

625B

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

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · Java 7 (first AC) · Tags: constructive algorithms, greedy, strings
[knightL's solution](#)

325.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · Java 7 (first AC) · Tags: implementation, math
[knightL's solution](#)

326.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · Java 7 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[knightL's solution](#)

327.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[knightL's solution](#)

328.

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
[knightL's solution](#)

329.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[knightL's solution](#)

330.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation
[knightL's solution](#)

331.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[knightL's solution](#)

332.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation
[knightL's solution](#)

333.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation
[knightL's solution](#)

334.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings
[knightL's solution](#)

335.

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, number theory
[knightL's solution](#)

336.

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
[knightL's solution](#)

337.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy
[knightL's solution](#)

338.

9C

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

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2011-03-25 · GNU C++ (first AC) · Tags: brute force, implementation, math
[knightL's solution](#)

339.

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy, implementation
[knightL's solution](#)

340.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: binary search, greedy, math
[knightL's solution](#)

341.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · Java 21 (first AC) · Tags: dp, greedy, math, two pointers
[knightL's solution](#)

342.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[knightL's solution](#)

343.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · Java 8 (first AC) · Tags: games, greedy
[knightL's solution](#)

344.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[knightL's solution](#)

345.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · Java 8 (first AC) · Tags: geometry, greedy, math
[knightL's solution](#)

346.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · Java 11 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[knightL's solution](#)

347.

1769C2

[Aô>OD: D CDS: C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · Java 11 (first AC) · Tags: *special, dp
[knightL's solution](#)

348.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[knightL's solution](#)

349.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: greedy, math, sortings

[knightL's solution](#)

350.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[knightL's solution](#)

351.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

352.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[knightL's solution](#)

353.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[knightL's solution](#)

354.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[knightL's solution](#)

355.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: dp, greedy, strings

[knightL's solution](#)

356.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[knightL's solution](#)

357.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: combinatorics, greedy, math

[knightL's solution](#)

358.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: data structures, sortings, two pointers

[knightL's solution](#)

359.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, greedy, math
[knightL's solution](#)

360.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · Kotlin 1.4 (first AC) · Tags: dp, strings
[knightL's solution](#)

361.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[knightL's solution](#)

362.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation
[knightL's solution](#)

363.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[knightL's solution](#)

364.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[knightL's solution](#)

365.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Kotlin 1.4 (first AC) · Tags: —
[knightL's solution](#)

366.

889A

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees
[knightL's solution](#)

367.

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[knightL's solution](#)

368.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[knightL's solution](#)

369.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation
[knightL's solution](#)

370.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[knightL's solution](#)

371.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[knightL's solution](#)

372.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[knightL's solution](#)

373.

661A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[knightL's solution](#)

374.

653B

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

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

[knightL's solution](#)

375.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-19 · Java 7 (first AC) · Tags: greedy, strings

[knightL's solution](#)

376.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2016-02-19 · Java 7 (first AC) · Tags: dp

[knightL's solution](#)

377.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math

[knightL's solution](#)

378.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math

[knightL's solution](#)

379.

626B

[Cards](#) · [Tutorial](#)

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

[knightL's solution](#)

380.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[knightL's solution](#)

381.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · Java 7 (first AC) · Tags: combinatorics, implementation
[knightL's solution](#)

382.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: bitmasks, brute force, implementation
[knightL's solution](#)

383.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · Java 7 (first AC) · Tags: brute force, implementation, strings
[knightL's solution](#)

384.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · Java 7 (first AC) · Tags: implementation, strings
[knightL's solution](#)

385.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory
[knightL's solution](#)

386.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation
[knightL's solution](#)

387.

558B

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

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-14 · Java 7 (first AC) · Tags: implementation
[knightL's solution](#)

388.

526A

[King of Thieves](#) · [Tutorial](#)

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

389.

472B

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

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

390.

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
[knightL's solution](#)

391.

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
[knightL's solution](#)

392.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, strings
[knightL's solution](#)

393.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy
[knightL's solution](#)

394.

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
[knightL's solution](#)

395.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy
[knightL's solution](#)

396.

222B

[Cosmic Tables](#) · [Tutorial](#)

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

397.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation
[knightL's solution](#)

398.

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
[knightL's solution](#)

399.

203B

[Game on Paper](#) · [Tutorial](#)

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

400.

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
[knightL's solution](#)

401.

188B

[A + Reverse B](#) · [Tutorial](#)

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

402.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math
[knightL's solution](#)

403.

173A

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

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

[knightL's solution](#)

404.

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

[knightL's solution](#)

405.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[knightL's solution](#)

406.

135A

[Replacement](#) · [Tutorial](#)

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

[knightL's solution](#)

407.

123A

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

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

[knightL's solution](#)

408.

117A

[Elevator](#) · [Tutorial](#)

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

[knightL's solution](#)

409.

85A

[Domino](#) · [Tutorial](#)

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

[knightL's solution](#)

410.

83A

[Magical Array](#) · [Tutorial](#)

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

[knightL's solution](#)

411.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: implementation, math

[knightL's solution](#)

412.

70A

[Cookies](#) · [Tutorial](#)

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

[knightL's solution](#)

413.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: implementation, strings

[knightL's solution](#)

414.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[knightL's solution](#)

415.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[knightL's solution](#)

416.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · Java 8 (first AC) · Tags: games, greedy, sortings

[knightL's solution](#)

417.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[knightL's solution](#)

418.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · Java 8 (first AC) · Tags: games, greedy, math, sortings

[knightL's solution](#)

419.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · Java 8 (first AC) · Tags: greedy, math, sortings

[knightL's solution](#)

420.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[knightL's solution](#)

421.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · Java 17 (first AC) · Tags: data structures, dp, greedy

[knightL's solution](#)

422.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · Java 17 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[knightL's solution](#)

423.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[knightL's solution](#)

424.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · Java 11 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

425.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · Java 11 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

426.

1769B2

[Aes>C08D>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · Java 11 (first AC) · Tags: *special, binary search, brute force, math

[knightL's solution](#)

427.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · Java 17 (first AC) · Tags: graphs, greedy

[knightL's solution](#)

428.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[knightL's solution](#)

429.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-02 · Java 11 (first AC) · Tags: brute force, math, number theory

[knightL's solution](#)

430.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,642 global accepts · Rating: 1400 · first AC: 2022-06-25 · Java 8 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[knightL's solution](#)

431.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings

[knightL's solution](#)

432.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[knightL's solution](#)

433.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · Java 11 (first AC) · Tags: brute force, greedy, implementation, strings

[knightL's solution](#)

434.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · Java 11 (first AC) · Tags: greedy, number theory

[knightL's solution](#)

435.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy
[knightL's solution](#)

436.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[knightL's solution](#)

437.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[knightL's solution](#)

438.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[knightL's solution](#)

439.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[knightL's solution](#)

440.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation
[knightL's solution](#)

441.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: data structures, implementation
[knightL's solution](#)

442.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers
[knightL's solution](#)

443.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[knightL's solution](#)

444.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[knightL's solution](#)

445.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[knightL's solution](#)

446.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[knightL's solution](#)

447.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[knightL's solution](#)

448.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math

[knightL's solution](#)

449.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[knightL's solution](#)

450.

1212D

[Divide by three, multiply by two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

451.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

452.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

453.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[knightL's solution](#)

454.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: *special, brute force

[knightL's solution](#)

455.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[knightL's solution](#)

456.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[knightL's solution](#)

457.

843A

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

Quality: 5,960 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[knightL's solution](#)

458.

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[knightL's solution](#)

459.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[knightL's solution](#)

460.

762A

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Quality: 25,809 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory

[knightL's solution](#)

461.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,428 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[knightL's solution](#)

462.

713A

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

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

[knightL's solution](#)

463.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[knightL's solution](#)

464.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · Java 7 (first AC) · Tags: brute force, implementation, math, strings

[knightL's solution](#)

465.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[knightL's solution](#)

466.

679A

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

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

467.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation
[knightL's solution](#)

468.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: implementation, math
[knightL's solution](#)

469.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math
[knightL's solution](#)

470.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2015-12-25 · Java 7 (first AC) · Tags: data structures, expression parsing, math
[knightL's solution](#)

471.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[knightL's solution](#)

472.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation
[knightL's solution](#)

473.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[knightL's solution](#)

474.

516A

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

Rating: 1400 · first AC: 2015-02-17 · Java 7 (first AC) · Tags: dp, greedy, implementation, math
[knightL's solution](#)

475.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: brute force
[knightL's solution](#)

476.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy
[knightL's solution](#)

477.

470A

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

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special, implementation
[knightL's solution](#)

478.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math
[knightL's solution](#)

479.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[knightL's solution](#)

480.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory
[knightL's solution](#)

481.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: math
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482.

313C

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Quality: 5,944 global accepts · Rating: 1400 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[knightL's solution](#)

483.

295A

[Greg and Array](#) · [Tutorial](#)

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[knightL's solution](#)

484.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[knightL's solution](#)

485.

290A

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

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[knightL's solution](#)

486.

286A

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Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math
[knightL's solution](#)

487.

261A

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

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings
[knightL's solution](#)

488.

245E

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489.

226A

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Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math
[knightL's solution](#)

490.

219B

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Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation
[knightL's solution](#)

491.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings
[knightL's solution](#)

492.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
[knightL's solution](#)

493.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
[knightL's solution](#)

494.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math
[knightL's solution](#)

495.

158C

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

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, data structures, implementation
[knightL's solution](#)

496.

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2011-11-20 · Befunge (first AC) · Tags: *special, implementation, strings
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497.

125A

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

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: math
[knightL's solution](#)

498.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy
[knightL's solution](#)

499.

107A

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

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[knightL's solution](#)

500.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[knightL's solution](#)

501.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · Java 21 (first AC) · Tags: binary search, implementation, math, number theory

[knightL's solution](#)

502.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · Java 21 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[knightL's solution](#)

503.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[knightL's solution](#)

504.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[knightL's solution](#)

505.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[knightL's solution](#)

506.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: bitmasks, divide and conquer, dp, math

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507.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[knightL's solution](#)

508.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: combinatorics, number theory, sortings

[knightL's solution](#)

509.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[knightL's solution](#)

510.

1804C

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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory

[knightL's solution](#)

511.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · Java 17 (first AC) · Tags: binary search, data structures, implementation

[knightL's solution](#)

512.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[knightL's solution](#)

513.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-11-27 · Java 17 (first AC) · Tags: greedy

[knightL's solution](#)

514.

1765K

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Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · Java 17 (first AC) · Tags: greedy, math

[knightL's solution](#)

515.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[knightL's solution](#)

516.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: brute force, geometry, implementation, math

[knightL's solution](#)

517.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-27 · Java 11 (first AC) · Tags: constructive algorithms, trees

[knightL's solution](#)

518.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[knightL's solution](#)

519.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: greedy, sortings, strings

[knightL's solution](#)

520.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[knightL's solution](#)

521.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings
[knightL's solution](#)

522.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · Kotlin 1.4 (first AC) · Tags: sortings
[knightL's solution](#)

523.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[knightL's solution](#)

524.

839C

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Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
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525.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[knightL's solution](#)

526.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings, trees
[knightL's solution](#)

527.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[knightL's solution](#)

528.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[knightL's solution](#)

529.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[knightL's solution](#)

530.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: greedy, math

[knightL's solution](#)

531.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: hashing, string suffix structures, strings

[knightL's solution](#)

532.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

533.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[knightL's solution](#)

534.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[knightL's solution](#)

535.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[knightL's solution](#)

536.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[knightL's solution](#)

537.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[knightL's solution](#)

538.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[knightL's solution](#)

539.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[knightL's solution](#)

540.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[knightL's solution](#)

541.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math
[knightL's solution](#)

542.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[knightL's solution](#)

543.

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · FPC (first AC) · Tags: —
[knightL's solution](#)

544.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[knightL's solution](#)

545.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math
[knightL's solution](#)

546.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[knightL's solution](#)

547.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-22 · MS C++ (first AC) · Tags: implementation
[knightL's solution](#)

548.

859C

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Quality: 6,077 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games
[knightL's solution](#)

549.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy
[knightL's solution](#)

550.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, implementation, sortings
[knightL's solution](#)

551.

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[knightL's solution](#)

552.

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[knightL's solution](#)

553.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[knightL's solution](#)

554.

696A

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

Quality: 6,460 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[knightL's solution](#)

555.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[knightL's solution](#)

556.

674A

[Bear and Colors](#) · [Tutorial](#)

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

[knightL's solution](#)

557.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math, number theory

[knightL's solution](#)

558.

611C

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

Quality: 9,042 global accepts · Rating: 1500 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: dp, implementation

[knightL's solution](#)

559.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[knightL's solution](#)

560.

566F

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

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

[knightL's solution](#)

561.

553A

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

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[knightL's solution](#)

562.

530C

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

Quality: 599 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[knightL's solution](#)

563.

530A

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

Quality: 693 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[knightL's solution](#)

564.

528A

[Glass Carving](#) · [Tutorial](#)

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

[knightL's solution](#)

565.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: greedy

[knightL's solution](#)

566.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[knightL's solution](#)

567.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[knightL's solution](#)

568.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[knightL's solution](#)

569.

414A

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

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

[knightL's solution](#)

570.

409H

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

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

[knightL's solution](#)

571.

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

[knightL's solution](#)

572.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, probabilities

[knightL's solution](#)

573.

341B

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

Rating: 1500 · first AC: 2013-08-30 · MS C++ (first AC) · Tags: binary search, data structures, dp

[knightL's solution](#)

574.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, data structures

[knightL's solution](#)

575.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dfs and similar

[knightL's solution](#)

576.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[knightL's solution](#)

577.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[knightL's solution](#)

578.

274A

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

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[knightL's solution](#)

579.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[knightL's solution](#)

580.

256A

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

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

[knightL's solution](#)

581.

254B

[Jury Size](#) · [Tutorial](#)

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

[knightL's solution](#)

582.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[knightL's solution](#)

583.

229A

[Shifts](#) · [Tutorial](#)

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

[knightL's solution](#)

584.

204B

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

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

[knightL's solution](#)

585.

204A

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

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

[knightL's solution](#)

586.

187A

[Permutations](#) · [Tutorial](#)

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

[knightL's solution](#)

587.

172C

[Bus](#) · [Tutorial](#)

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

[knightL's solution](#)

588.

172D

[Calendar Reform](#) · [Tutorial](#)

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

[knightL's solution](#)

589.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,018 global accepts · Rating: 1500 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: implementation, math

[knightL's solution](#)

590.

130D

[Exponentiation](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 1500 · first AC: 2011-11-20 · Befunge (first AC) · Tags: *special

[knightL's solution](#)

591.

130C

[Decimal sum](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 1500 · first AC: 2011-11-20 · Befunge (first AC) · Tags: *special

[knightL's solution](#)

592.

115B

[Lawnmower](#) · [Tutorial](#)

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

[knightL's solution](#)

593.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[knightL's solution](#)

594.

91B

[Queue](#) · [Tutorial](#)

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

[knightL's solution](#)

595.

91A

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

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

[knightL's solution](#)

596.

87A

[Trains](#) · [Tutorial](#)

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

[knightL's solution](#)

597.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,456 global accepts · Rating: 1600 · first AC: 2026-03-08 · last AC: 2026-03-08 · Java 21 (first AC) · Tags: data structures, divide and conquer, dp, math

[knightL's solution](#)

598.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-08 · Java 21 (first AC) · Tags: games, greedy, sortings

[knightL's solution](#)

599.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[knightL's solution](#)

600.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[knightL's solution](#)

601.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[knightL's solution](#)

602.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[knightL's solution](#)

603.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[knightL's solution](#)

604.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[knightL's solution](#)

605.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math

[knightL's solution](#)

606.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-16 · Java 17 (first AC) · Tags: combinatorics, math

[knightL's solution](#)

607.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · Java 11 (first AC) · Tags: dp, greedy, math

[knightL's solution](#)

608.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[knightL's solution](#)

609.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: data structures, greedy

[knightL's solution](#)

610.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[knightL's solution](#)

611.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · Java 11 (first AC) · Tags: brute force, data structures, dp

[knightL's solution](#)

612.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: bitmasks, math

[knightL's solution](#)

613.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · Java 11 (first AC) · Tags: binary search, greedy

[knightL's solution](#)

614.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: implementation

[knightL's solution](#)

615.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[knightL's solution](#)

616.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, sortings, two pointers

[knightL's solution](#)

617.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

[knightL's solution](#)

618.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-18 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[knightL's solution](#)

619.

1523C

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

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

[knightL's solution](#)

620.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[knightL's solution](#)

621.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation, number theory

[knightL's solution](#)

622.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-01 · last AC: 2021-03-23 · GNU C++ (first AC) · Tags: probabilities

[knightL's solution](#)

623.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[knightL's solution](#)

624.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

625.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[knightL's solution](#)

626.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[knightL's solution](#)

627.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · Kotlin 1.4 (first AC) · Tags: math, number theory, sortings
[knightL's solution](#)

628.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, math, number theory
[knightL's solution](#)

629.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · Kotlin 1.4 (first AC) · Tags: combinatorics, math
[knightL's solution](#)

630.

1212E

[Booking System](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[knightL's solution](#)

631.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · Kotlin 1.4 (first AC) · Tags: trees
[knightL's solution](#)

632.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[knightL's solution](#)

633.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, implementation
[knightL's solution](#)

634.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[knightL's solution](#)

635.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[knightL's solution](#)

636.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory
[knightL's solution](#)

637.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings
[knightL's solution](#)

638.

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[knightL's solution](#)

639.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: implementation

[knightL's solution](#)

640.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[knightL's solution](#)

641.

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · Python 2 (first AC) · Tags: —

[knightL's solution](#)

642.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[knightL's solution](#)

643.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[knightL's solution](#)

644.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[knightL's solution](#)

645.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: greedy

[knightL's solution](#)

646.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[knightL's solution](#)

647.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[knightL's solution](#)

648.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[knightL's solution](#)

649.

763A

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

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

[knightL's solution](#)

650.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp

[knightL's solution](#)

651.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[knightL's solution](#)

652.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[knightL's solution](#)

653.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[knightL's solution](#)

654.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: data structures, hashing

[knightL's solution](#)

655.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[knightL's solution](#)

656.

722C

[Destroying Array](#) · [Tutorial](#)

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

[knightL's solution](#)

657.

704A

[Thor](#) · [Tutorial](#)

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

[knightL's solution](#)

658.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[knightL's solution](#)

659.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2016-06-03 · Java 7 (first AC) · Tags: binary search, implementation, math

[knightL's solution](#)

660.

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[knightL's solution](#)

661.

657A

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[knightL's solution](#)

662.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math

[knightL's solution](#)

663.

626C

[Block Towers](#) · [Tutorial](#)

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

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664.

618C

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665.

603A

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666.

597B

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667.

597A

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668.

573B

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669.

568A

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670.

559A

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671.

538C

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672.

530D

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673.

530B

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674.

524A

[AS>Cf<C&CÔ>,C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ô](#)

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675.

512A

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676.

500C

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677.

500B

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678.

446A

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679.

429B

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680.

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681.

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682.

377A

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683.

372A

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684.

364A

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685.

348A

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686.

346A

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687.

343B

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688.

343A

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689.

341A

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[knightL's solution](#)

690.

333A

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691.

319A

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692.

316B2

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693.

314A

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694.

297B

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695.

291D

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696.

291C

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697.

273B

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698.

269A

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713.

95A

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1765D

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738.

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739.

1611E1

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741.

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742.

1537D

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743.

621C

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1491C

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1467B

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1468D

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747.

1468F

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749.

1383A

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1381A2

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1346E

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752.

1329B

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753.

1268A

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754.

1267E

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755.

1239A

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756.

1237C1

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757.

1211C

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758.

1148C

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759.

1168A

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760.

1146C

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761.

1142A

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762.

1091D

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1086B

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764.

1089E

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766.

1019A

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767.

983A

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768.

966B

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769.

960C

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770.

956C

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771.

953I

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Rating: 1700 · first AC: 2018-03-17 · D (first AC) · Tags: —

[knightL's solution](#)

772.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · Perl (first AC) · Tags: —

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773.

947A

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Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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774.

896A

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Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

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775.

833A

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Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory

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776.

827A

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Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

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777.

806A

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Rating: 1700 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: binary search, math

[knightL's solution](#)

778.

784A

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779.

765D

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Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[knightL's solution](#)

780.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

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781.

739A

[Alyona and mex](#) · [Tutorial](#)

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

[knightL's solution](#)

782.

718A

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

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

[knightL's solution](#)

783.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[knightL's solution](#)

784.

696B

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

[knightL's solution](#)

785.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[knightL's solution](#)

786.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[knightL's solution](#)

787.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[knightL's solution](#)

788.

627A

[XOR Equation](#) · [Tutorial](#)

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

[knightL's solution](#)

789.

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: geometry, math

[knightL's solution](#)

790.

630I

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Quality: 8,264 global accepts · Rating: 1700 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math

[knightL's solution](#)

791.

625A

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Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · Java 7 (first AC) · Tags: implementation, math

[knightL's solution](#)

792.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2015-11-13 · Java 7 (first AC) · Tags: dfs and similar, graphs, shortest paths

[knightL's solution](#)

793.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · Java 7 (first AC) · Tags: implementation

[knightL's solution](#)

794.

582A

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

[knightL's solution](#)

795.

578A

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

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

[knightL's solution](#)

796.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, greedy

[knightL's solution](#)

797.

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[knightL's solution](#)

798.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[knightL's solution](#)

799.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[knightL's solution](#)

800.

532C

[Board Game](#) · [Tutorial](#)

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

[knightL's solution](#)

801.

530E

[Sum and product](#) · [Tutorial](#)

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

[knightL's solution](#)

802.

524B

[BD>D\\$> CÔ0 CÔ0CÄ0D\\$1 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 7 (first AC) · Tags: dp, greedy

[knightL's solution](#)

803.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · Java 7 (first AC) · Tags: geometry

[knightL's solution](#)

804.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2014-11-05 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms

[knightL's solution](#)

805.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[knightL's solution](#)

806.

409B

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

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

[knightL's solution](#)

807.

409C

[Magnum Opus](#) · [Tutorial](#)

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

[knightL's solution](#)

808.

409A

[The Great Game](#) · [Tutorial](#)

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

[knightL's solution](#)

809.

316G1

[Good Substrings](#) · [Tutorial](#)

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

[knightL's solution](#)

810.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[knightL's solution](#)

811.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[knightL's solution](#)

812.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[knightL's solution](#)

813.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[knightL's solution](#)

814.

269B

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

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

[knightL's solution](#)

815.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[knightL's solution](#)

816.

225C

[Barcode](#) · [Tutorial](#)

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

[knightL's solution](#)

817.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[knightL's solution](#)

818.

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

[knightL's solution](#)

819.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[knightL's solution](#)

820.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: brute force

[knightL's solution](#)

821.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: geometry, implementation, math
[knightL's solution](#)

822.

201A

[Clear Symmetry](#) · [Tutorial](#)

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

823.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees
[knightL's solution](#)

824.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp
[knightL's solution](#)

825.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[knightL's solution](#)

826.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp
[knightL's solution](#)

827.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[knightL's solution](#)

828.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force
[knightL's solution](#)

829.

148C

[Terse princess](#) · [Tutorial](#)

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

830.

130G

[CAPS LOCK ON](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1700 · first AC: 2011-11-20 · Befunge (first AC) · Tags: *special
[knightL's solution](#)

831.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[knightL's solution](#)

832.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp

[knightL's solution](#)

833.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: dp

[knightL's solution](#)

834.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[knightL's solution](#)

835.

98A

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

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · last AC: 2011-07-24 · GNU C++ (first AC) · Tags: brute force, implementation

[knightL's solution](#)

836.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[knightL's solution](#)

837.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[knightL's solution](#)

838.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 1700 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[knightL's solution](#)

839.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: dp, greedy, trees

[knightL's solution](#)

840.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[knightL's solution](#)

841.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[knightL's solution](#)

842.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[knightL's solution](#)

843.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · Java 8 (first AC) · Tags: dp, games

[knightL's solution](#)

844.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[knightL's solution](#)

845.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[knightL's solution](#)

846.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[knightL's solution](#)

847.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[knightL's solution](#)

848.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-20 · GNU C11 (first AC) · Tags: math, number theory

[knightL's solution](#)

849.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · Java 11 (first AC) · Tags: combinatorics, math, probabilities, trees

[knightL's solution](#)

850.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · Java 11 (first AC) · Tags: brute force, math, number theory

[knightL's solution](#)

851.

1769D1

[A_{3D0C}! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-04 · Java 11 (first AC) · Tags: *special, brute force, dp

[knightL's solution](#)

852.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · Java 11 (first AC) · Tags: combinatorics, math, number theory

[knightL's solution](#)

853.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · Java 11 (first AC) · Tags: dp, greedy

[knightL's solution](#)

854.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-09 · last AC: 2022-08-09 · Java 11 (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[knightL's solution](#)

855.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-04-13 · Java 11 (first AC) · Tags: dfs and similar, graphs

[knightL's solution](#)

856.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · Java 11 (first AC) · Tags: brute force, constructive algorithms, geometry

[knightL's solution](#)

857.

1637D

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: dp, greedy, math

[knightL's solution](#)

858.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[knightL's solution](#)

859.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[knightL's solution](#)

860.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

861.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[knightL's solution](#)

862.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[knightL's solution](#)

863.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[knightL's solution](#)

864.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[knightL's solution](#)

865.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[knightL's solution](#)

866.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[knightL's solution](#)

867.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[knightL's solution](#)

868.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[knightL's solution](#)

869.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[knightL's solution](#)

870.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-02-28 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[knightL's solution](#)

871.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[knightL's solution](#)

872.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: dsu, graphs, greedy

[knightL's solution](#)

873.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[knightL's solution](#)

874.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[knightL's solution](#)

875.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[knightL's solution](#)

876.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[knightL's solution](#)

877.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[knightL's solution](#)

878.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[knightL's solution](#)

879.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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880.

1326D2

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Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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881.

1286B

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Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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882.

1286A

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Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: dp, greedy, sortings

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883.

1267J

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884.

1267L

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885.

1212F

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Rating: 1800 · first AC: 2019-09-03 · Kotlin 1.4 (first AC) · Tags: *special, brute force
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886.

1187C

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887.

1179B

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888.

1148D

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889.

1119D

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890.

1109B

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891.

1081D

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892.

1083A

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893.

1016D

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894.

1016C

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895.

1010B

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896.

1010C

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897.

983B

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898.

953B

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899.

947C

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900.

914C

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901.

913D

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902.

847K

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903.

847C

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904.

847E

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905.

853B

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906.

827B

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907.

794C

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908.

800A

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Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[knightL's solution](#)

909.

800B

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Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[knightL's solution](#)

910.

768C

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911.

733C

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912.

724C

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913.

700B

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914.

687B

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671A

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916.

666A

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917.

668B

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[knightL's solution](#)

918.

630M

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919.

626D

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920.

623A

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921.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: constructive algorithms

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922.

612D

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923.

603B

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924.

538D

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

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925.

532E

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

[knightL's solution](#)

926.

528B

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927.

513G1

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928.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: bitmasks, divide and conquer, math
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929.

482B

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930.

470B

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931.

459D

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932.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees
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933.

436C

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Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees
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934.

333B

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Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy
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935.

301A

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936.

274B

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[knightL's solution](#)

937.

256B

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Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[knightL's solution](#)

938.

254C

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939.

242C

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

[knightL's solution](#)

940.

238B

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

[knightL's solution](#)

941.

222C

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942.

220B

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943.

201B

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944.

200C

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945.

200D

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946.

195C

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947.

188H

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948.

185B

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949.

173B

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950.

162J

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951.

162F

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[knightL's solution](#)

952.

162E

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953.

162H

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954.

162C

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955.

162B

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956.

161D

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Quality: 19,186 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

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957.

148D

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Quality: 8,909 global accepts · Rating: 1800 · first AC: 2012-02-02 · last AC: 2012-02-02 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

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958.

140C

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Quality: 4,756 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

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959.

140B

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960.

130J

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961.

123B

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962.

117B

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963.

95B

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964.

87B

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965.

85B

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966.

66C

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967.

33C

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968.

33B

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969.

660D

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970.

2157E

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Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[knightL's solution](#)

971.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[knightL's solution](#)

972.

2077B

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Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

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973.

2053E

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974.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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975.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

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976.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · Java 17 (first AC) · Tags: greedy, math, number theory

[knightL's solution](#)

977.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

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[knightL's solution](#)

978.

1785B

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Rating: 1900 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[knightL's solution](#)

979.

1787D

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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980.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · Java 11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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981.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · Java 11 (first AC) · Tags: constructive algorithms

[knightL's solution](#)

982.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · Java 11 (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[knightL's solution](#)

983.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[knightL's solution](#)

984.

1715D

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Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

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985.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · Java 11 (first AC) · Tags: data structures, dp, greedy

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986.

1714F

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[knightL's solution](#)

987.

1700D

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Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-19 · Java 11 (first AC) · Tags: binary search, dp, greedy, math

[knightL's solution](#)

988.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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989.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-04-30 · last AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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990.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

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991.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · Kotlin 1.4 (first AC) · Tags: combinatorics, math

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992.

1508A

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

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993.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

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994.

1488C

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Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[knightL's solution](#)

995.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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996.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

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997.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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998.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

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999.

1383B

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1000.

1375D

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Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

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1001.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[knightL's solution](#)

1002.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, interactive, math, sortings

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1003.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[knightL's solution](#)

1004.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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1005.

1168B

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Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

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1006.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[knightL's solution](#)

1007.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[knightL's solution](#)

1008.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[knightL's solution](#)

1009.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory

[knightL's solution](#)

1010.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[knightL's solution](#)

1011.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[knightL's solution](#)

1012.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, brute force, interactive

[knightL's solution](#)

1013.

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-17 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1014.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[knightL's solution](#)

1015.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · last AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, number theory

[knightL's solution](#)

1016.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[knightL's solution](#)

1017.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-22 · MS C++ (first AC) · Tags: dfs and similar, implementation, math

[knightL's solution](#)

1018.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[knightL's solution](#)

1019.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[knightL's solution](#)

1020.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[knightL's solution](#)

1021.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
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1022.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[knightL's solution](#)

1023.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: brute force, data structures, implementation, math, number theory
[knightL's solution](#)

1024.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[knightL's solution](#)

1025.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[knightL's solution](#)

1026.

708B

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

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

1027.

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[knightL's solution](#)

1028.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2016-07-01 · last AC: 2016-07-01 · GNU C++11 (first AC) · Tags: dp, sortings
[knightL's solution](#)

1029.

687C

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

Quality: 8,346 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[knightL's solution](#)

1030.

685B

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

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

1031.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, implementation
[knightL's solution](#)

1032.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math
[knightL's solution](#)

1033.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1900 · first AC: 2015-11-11 · Java 7 (first AC) · Tags: data structures, dp
[knightL's solution](#)

1034.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices
[knightL's solution](#)

1035.

568B

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

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

1036.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, dsu
[knightL's solution](#)

1037.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · last AC: 2015-07-14 · GNU C++ (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[knightL's solution](#)

1038.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math
[knightL's solution](#)

1039.

549D

[Haar Features](#) · [Tutorial](#)

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

1040.

536B

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

Rating: 1900 · first AC: 2015-04-14 · Java 7 (first AC) · Tags: hashing, string suffix structures, strings
[knightL's solution](#)

1041.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · Java 7 (first AC) · Tags: binary search, greedy, math

[knightL's solution](#)

1042.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · Java 7 (first AC) · Tags: binary search, sortings

[knightL's solution](#)

1043.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · Java 7 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[knightL's solution](#)

1044.

506A

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

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

[knightL's solution](#)

1045.

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · last AC: 2014-12-31 · Java 7 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[knightL's solution](#)

1046.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: binary search, brute force, implementation

[knightL's solution](#)

1047.

472D

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

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

[knightL's solution](#)

1048.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[knightL's solution](#)

1049.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[knightL's solution](#)

1050.

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[knightL's solution](#)

1051.

452D

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

[knightL's solution](#)

1052.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[knightL's solution](#)

1053.

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

[knightL's solution](#)

1054.

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

[knightL's solution](#)

1055.

367B

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Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[knightL's solution](#)

1056.

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

[knightL's solution](#)

1057.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[knightL's solution](#)

1058.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory

[knightL's solution](#)

1059.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[knightL's solution](#)

1060.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[knightL's solution](#)

1061.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[knightL's solution](#)

1062.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: data structures, dp, strings

[knightL's solution](#)

1063.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[knightL's solution](#)

1064.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: dp, matrices

[knightL's solution](#)

1065.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[knightL's solution](#)

1066.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp

[knightL's solution](#)

1067.

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

[knightL's solution](#)

1068.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dfs and similar, dp

[knightL's solution](#)

1069.

195D

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

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: geometry, math, sortings

[knightL's solution](#)

1070.

162D

[Remove digits](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 1900 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special

[knightL's solution](#)

1071.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[knightL's solution](#)

1072.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: dp

[knightL's solution](#)

1073.

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

[knightL's solution](#)

1074.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[knightL's solution](#)

1075.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2010-12-09 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[knightL's solution](#)

1076.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[knightL's solution](#)

1077.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · Java 21 (first AC) · Tags: binary search, divide and conquer, interactive

[knightL's solution](#)

1078.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · Java 21 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[knightL's solution](#)

1079.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[knightL's solution](#)

1080.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[knightL's solution](#)

1081.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · Java 8 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[knightL's solution](#)

1082.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[knightL's solution](#)

1083.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[knightL's solution](#)

1084.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[knightL's solution](#)

1085.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · Java 11 (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[knightL's solution](#)

1086.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[knightL's solution](#)

1087.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[knightL's solution](#)

1088.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · Java 17 (first AC) · Tags: combinatorics, dp, math
[knightL's solution](#)

1089.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · Java 11 (first AC) · Tags: greedy, implementation, math, number theory
[knightL's solution](#)

1090.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · Java 11 (first AC) · Tags: brute force, dp, math
[knightL's solution](#)

1091.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[knightL's solution](#)

1092.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: dp, greedy, math
[knightL's solution](#)

1093.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · Java 11 (first AC) · Tags: combinatorics, dp, math, number theory
[knightL's solution](#)

1094.

1571F

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960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[knightL's solution](#)

1201.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[knightL's solution](#)

1202.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[knightL's solution](#)

1203.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[knightL's solution](#)

1204.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · MS C++ (first AC) · Tags: dp, probabilities, trees

[knightL's solution](#)

1205.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures

[knightL's solution](#)

1206.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[knightL's solution](#)

1207.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, strings

[knightL's solution](#)

1208.

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-06 · GNU C++11 (first AC) · Tags: *special, binary search, sortings, two pointers

[knightL's solution](#)

1209.

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Mono C# (first AC) · Tags: *special, brute force, ternary search

[knightL's solution](#)

1210.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[knightL's solution](#)

1211.

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[knightL's solution](#)

1212.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[knightL's solution](#)

1213.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry
[knightL's solution](#)

1214.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers
[knightL's solution](#)

1215.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2100 · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: greedy, sortings
[knightL's solution](#)

1216.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures
[knightL's solution](#)

1217.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: geometry, math
[knightL's solution](#)

1218.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · Java 7 (first AC) · Tags: binary search, geometry, math
[knightL's solution](#)

1219.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: dp
[knightL's solution](#)

1220.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: combinatorics, implementation, math
[knightL's solution](#)

1221.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math
[knightL's solution](#)

1222.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: dp, greedy
[knightL's solution](#)

1223.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · Java 7 (first AC) · Tags: greedy, two pointers
[knightL's solution](#)

1224.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · Java 7 (first AC) · Tags: greedy

[knightL's solution](#)

1225.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2014-12-24 · Java 7 (first AC) · Tags: flows, graph matchings, number theory

[knightL's solution](#)

1226.

497C

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

Rating: 2100 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[knightL's solution](#)

1227.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · Java 7 (first AC) · Tags: binary search, math, sortings, two pointers

[knightL's solution](#)

1228.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: data structures, ternary search

[knightL's solution](#)

1229.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[knightL's solution](#)

1230.

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

[knightL's solution](#)

1231.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[knightL's solution](#)

1232.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[knightL's solution](#)

1233.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special

[knightL's solution](#)

1234.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[knightL's solution](#)

1235.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[knightL's solution](#)

1236.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp

[knightL's solution](#)

1237.

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

[knightL's solution](#)

1238.

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

[knightL's solution](#)

1239.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[knightL's solution](#)

1240.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[knightL's solution](#)

1241.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: math, number theory

[knightL's solution](#)

1242.

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

[knightL's solution](#)

1243.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, math

[knightL's solution](#)

1244.

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

[knightL's solution](#)

1245.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[knightL's solution](#)

1246.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-08 · Java 21 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[knightL's solution](#)

1247.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[knightL's solution](#)

1248.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[knightL's solution](#)

1249.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · Java 17 (first AC) · Tags: brute force, combinatorics, dp, math

[knightL's solution](#)

1250.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-20 · GNU C11 (first AC) · Tags: binary search, brute force, math, ternary search

[knightL's solution](#)

1251.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · Java 17 (first AC) · Tags: binary search, data structures, dp, greedy, math

[knightL's solution](#)

1252.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[knightL's solution](#)

1253.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · Java 11 (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[knightL's solution](#)

1254.

1769D2

[A.3D10001 CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-05 · Java 11 (first AC) · Tags: *special, brute force

[knightL's solution](#)

1255.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · Java 11 (first AC) · Tags: binary search, graphs, greedy, implementation

[knightL's solution](#)

1256.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[knightL's solution](#)

1257.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[knightL's solution](#)

1258.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: brute force, data structures, greedy, strings

[knightL's solution](#)

1259.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: greedy, sortings, two pointers

[knightL's solution](#)

1260.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: greedy

[knightL's solution](#)

1261.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[knightL's solution](#)

1262.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[knightL's solution](#)

1263.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[knightL's solution](#)

1264.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[knightL's solution](#)

1265.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[knightL's solution](#)

1266.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[knightL's solution](#)

1267.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[knightL's solution](#)

1268.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp
[knightL's solution](#)

1269.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math
[knightL's solution](#)

1270.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[knightL's solution](#)

1271.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math
[knightL's solution](#)

1272.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-30 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy
[knightL's solution](#)

1273.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[knightL's solution](#)

1274.

1305E

[Kuron and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[knightL's solution](#)

1275.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[knightL's solution](#)

1276.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[knightL's solution](#)

1277.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[knightL's solution](#)

1278.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[knightL's solution](#)

1279.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[knightL's solution](#)

1280.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp
[knightL's solution](#)

1281.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[knightL's solution](#)

1282.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp
[knightL's solution](#)

1283.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[knightL's solution](#)

1284.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math
[knightL's solution](#)

1285.

952G

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

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[knightL's solution](#)

1286.

953H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1287.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[knightL's solution](#)

1288.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[knightL's solution](#)

1289.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[knightL's solution](#)

1290.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[knightL's solution](#)

1291.

806C

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

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[knightL's solution](#)

1292.

804C

[Ice cream coloring](#) · [Tutorial](#)

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

[knightL's solution](#)

1293.

795H

[Repairing Of String](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-04-05 · FPC (first AC) · Tags: *special, constructive algorithms, math

[knightL's solution](#)

1294.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[knightL's solution](#)

1295.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[knightL's solution](#)

1296.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[knightL's solution](#)

1297.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: data structures

[knightL's solution](#)

1298.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[knightL's solution](#)

1299.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: dp, games

[knightL's solution](#)

1300.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: brute force, data structures, greedy, sortings

[knightL's solution](#)

1301.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[knightL's solution](#)

1302.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,992 global accepts · Rating: 2200 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[knightL's solution](#)

1303.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[knightL's solution](#)

1304.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: math

[knightL's solution](#)

1305.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[knightL's solution](#)

1306.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,314 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: data structures, divide and conquer, greedy

[knightL's solution](#)

1307.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2200 · first AC: 2016-02-19 · Java 7 (first AC) · Tags: dp

[knightL's solution](#)

1308.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[knightL's solution](#)

1309.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[knightL's solution](#)

1310.

603C

[Liegues of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: games, math

[knightL's solution](#)

1311.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2015-10-25 · Java 7 (first AC) · Tags: dfs and similar, graphs, shortest paths

[knightL's solution](#)

1312.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: data structures, trees

[knightL's solution](#)

1313.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[knightL's solution](#)

1314.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[knightL's solution](#)

1315.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[knightL's solution](#)

1316.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[knightL's solution](#)

1317.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[knightL's solution](#)

1318.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

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1319.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[knightL's solution](#)

1320.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[knightL's solution](#)

1321.

506B

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

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

1322.

453C

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

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[knightL's solution](#)

1323.

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
[knightL's solution](#)

1324.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy
[knightL's solution](#)

1325.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[knightL's solution](#)

1326.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy
[knightL's solution](#)

1327.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: greedy, math
[knightL's solution](#)

1328.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: data structures
[knightL's solution](#)

1329.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: implementation
[knightL's solution](#)

1330.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: brute force, graphs
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1331.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[knightL's solution](#)

1332.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[knightL's solution](#)

1333.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, dfs and similar, expression parsing

[knightL's solution](#)

1334.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: bitmasks, dp

[knightL's solution](#)

1335.

68C

[Synchrotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: brute force

[knightL's solution](#)

1336.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[knightL's solution](#)

1337.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · Java 8 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[knightL's solution](#)

1338.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[knightL's solution](#)

1339.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[knightL's solution](#)

1340.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[knightL's solution](#)

1341.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy, strings

[knightL's solution](#)

1342.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · Java 8 (first AC) · Tags: combinatorics, games

[knightL's solution](#)

1343.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · Java 17 (first AC) · Tags: data structures, greedy

[knightL's solution](#)

1344.

1916E

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Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[knightL's solution](#)

1345.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · Java 11 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[knightL's solution](#)

1346.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · Java 17 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[knightL's solution](#)

1347.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[knightL's solution](#)

1348.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[knightL's solution](#)

1349.

1769D3

[A, 3D Total CT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-05 · Java 11 (first AC) · Tags: *special, brute force

[knightL's solution](#)

1350.

1699D

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Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · Java 11 (first AC) · Tags: data structures, dp, greedy

[knightL's solution](#)

1351.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: bitmasks, brute force, data structures, math

[knightL's solution](#)

1352.

1654E

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Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · Java 11 (first AC) · Tags: brute force, data structures, graphs, math
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1353.

1628C

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Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
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1354.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[knightL's solution](#)

1355.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · Java 11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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1356.

1548D1

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1357.

1553F

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1358.

1488F

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Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures
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1359.

1468M

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1360.

1450C2

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Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
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1361.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[knightL's solution](#)

1362.

1404C

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Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[knightL's solution](#)

1363.

1394B

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Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

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1364.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[knightL's solution](#)

1365.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, geometry, math

[knightL's solution](#)

1366.

1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · Kotlin 1.4 (first AC) · Tags: binary search, data structures

[knightL's solution](#)

1367.

1239C

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Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation

[knightL's solution](#)

1368.

1211F

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Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

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1369.

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · Kotlin 1.4 (first AC) · Tags: math, matrices, number theory, two pointers

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1370.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[knightL's solution](#)

1371.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[knightL's solution](#)

1372.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[knightL's solution](#)

1373.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[knightL's solution](#)

1374.

800C

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

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[knightL's solution](#)

1375.

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · GNU C (first AC) · Tags: *special, brute force, number theory

[knightL's solution](#)

1376.

788C

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Quality: 2,581 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

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1377.

768F

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Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

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1378.

718C

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Quality: 4,622 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[knightL's solution](#)

1379.

713C

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Quality: 6,536 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[knightL's solution](#)

1380.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[knightL's solution](#)

1381.

628E

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Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-19 · Java 7 (first AC) · Tags: data structures, implementation

[knightL's solution](#)

1382.

623B

[Array GCD](#) · [Tutorial](#)

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

[knightL's solution](#)

1383.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-13 · Java 7 (first AC) · Tags: geometry, sortings

[knightL's solution](#)

1384.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dp

[knightL's solution](#)

1385.

573C

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

[knightL's solution](#)

1386.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[knightL's solution](#)

1387.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · Java 7 (first AC) · Tags: data structures, implementation, sortings

[knightL's solution](#)

1388.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[knightL's solution](#)

1389.

549B

[Lookery Party](#) · [Tutorial](#)

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

[knightL's solution](#)

1390.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · Java 7 (first AC) · Tags: data structures

[knightL's solution](#)

1391.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · Java 7 (first AC) · Tags: flows, graph matchings

[knightL's solution](#)

1392.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[knightL's solution](#)

1393.

470H

[Array Sorting](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[knightL's solution](#)

1394.

470G

[Hamming Distance](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[knightL's solution](#)

1395.

470F

[Pairwise Sums](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[knightL's solution](#)

1396.

429C

[Guess the Tree](#) · [Tutorial](#)

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

[knightL's solution](#)

1397.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[knightL's solution](#)

1398.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[knightL's solution](#)

1399.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: data structures, math

[knightL's solution](#)

1400.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2012-07-16 · last AC: 2012-07-16 · GNU C++ (first AC) · Tags: bitmasks, hashing, implementation

[knightL's solution](#)

1401.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[knightL's solution](#)

1402.

130I

[Array sorting](#) · [Tutorial](#)

Quality: 191 global accepts · Rating: 2300 · first AC: 2011-11-20 · Befunge (first AC) · Tags: *special, sortings

[knightL's solution](#)

1403.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: combinatorics, dp, greedy

[knightL's solution](#)

1404.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[knightL's solution](#)

1405.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[knightL's solution](#)

1406.

1910H

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

Quality: 108 global accepts · Rating: 2400 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[knightL's solution](#)

1407.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy

[knightL's solution](#)

1408.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[knightL's solution](#)

1409.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[knightL's solution](#)

1410.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[knightL's solution](#)

1411.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · Java 11 (first AC) · Tags: brute force, data structures, implementation

[knightL's solution](#)

1412.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · Java 11 (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[knightL's solution](#)

1413.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[knightL's solution](#)

1414.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[knightL's solution](#)

1415.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-11 · Java 11 (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[knightL's solution](#)

1416.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[knightL's solution](#)

1417.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[knightL's solution](#)

1418.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · Java 11 (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[knightL's solution](#)

1419.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[knightL's solution](#)

1420.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[knightL's solution](#)

1421.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[knightL's solution](#)

1422.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[knightL's solution](#)

1423.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[knightL's solution](#)

1424.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · Kotlin 1.4 (first AC) · Tags: data structures, two pointers

[knightL's solution](#)

1425.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[knightL's solution](#)

1426.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[knightL's solution](#)

1427.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[knightL's solution](#)

1428.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: geometry

[knightL's solution](#)

1429.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[knightL's solution](#)

1430.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[knightL's solution](#)

1431.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[knightL's solution](#)

1432.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[knightL's solution](#)

1433.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[knightL's solution](#)

1434.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: binary search, geometry
[knightL's solution](#)

1435.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[knightL's solution](#)

1436.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[knightL's solution](#)

1437.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation
[knightL's solution](#)

1438.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dp, math
[knightL's solution](#)

1439.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[knightL's solution](#)

1440.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · last AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities
[knightL's solution](#)

1441.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[knightL's solution](#)

1442.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees
[knightL's solution](#)

1443.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[knightL's solution](#)

1444.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing
[knightL's solution](#)

1445.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · last AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[knightL's solution](#)

1446.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[knightL's solution](#)

1447.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[knightL's solution](#)

1448.

698C

[LRU](#) · [Tutorial](#)

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

[knightL's solution](#)

1449.

679C

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

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation

[knightL's solution](#)

1450.

674C

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

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

[knightL's solution](#)

1451.

668C

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

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

[knightL's solution](#)

1452.

657C

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

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

[knightL's solution](#)

1453.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[knightL's solution](#)

1454.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[knightL's solution](#)

1455.

611E

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

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

[knightL's solution](#)

1456.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[knightL's solution](#)

1457.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: number theory

[knightL's solution](#)

1458.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[knightL's solution](#)

1459.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: data structures, sortings

[knightL's solution](#)

1460.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1461.

526E

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

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

[knightL's solution](#)

1462.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[knightL's solution](#)

1463.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: dp, probabilities

[knightL's solution](#)

1464.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[knightL's solution](#)

1465.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-25 · GNU C++ (first AC) · Tags: data structures, dp, number theory

[knightL's solution](#)

1466.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · Java 7 (first AC) · Tags: dp, probabilities, two pointers

[knightL's solution](#)

1467.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[knightL's solution](#)

1468.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[knightL's solution](#)

1469.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[knightL's solution](#)

1470.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[knightL's solution](#)

1471.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-24 · last AC: 2012-09-24 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[knightL's solution](#)

1472.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: data structures, two pointers

[knightL's solution](#)

1473.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[knightL's solution](#)

1474.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: data structures

[knightL's solution](#)

1475.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-26 · GNU C++ (first AC) · Tags: bitmasks, dp

[knightL's solution](#)

1476.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[knightL's solution](#)

1477.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[knightL's solution](#)

1478.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · Java 17 (first AC) · Tags: combinatorics, dp, math

[knightL's solution](#)

1479.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[knightL's solution](#)

1480.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[knightL's solution](#)

1481.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[knightL's solution](#)

1482.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[knightL's solution](#)

1483.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[knightL's solution](#)

1484.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[knightL's solution](#)

1485.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, fft, math

[knightL's solution](#)

1486.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[knightL's solution](#)

1487.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory
[knightL's solution](#)

1488.

1492E

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

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[knightL's solution](#)

1489.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[knightL's solution](#)

1490.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-03 · Kotlin 1.4 (first AC) · Tags: binary search, geometry
[knightL's solution](#)

1491.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-02 · Kotlin 1.4 (first AC) · Tags: geometry, implementation, math
[knightL's solution](#)

1492.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[knightL's solution](#)

1493.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · Kotlin 1.4 (first AC) · Tags: implementation
[knightL's solution](#)

1494.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math, trees
[knightL's solution](#)

1495.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[knightL's solution](#)

1496.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[knightL's solution](#)

1497.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[knightL's solution](#)

1498.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[knightL's solution](#)

1499.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1500.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[knightL's solution](#)

1501.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[knightL's solution](#)

1502.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[knightL's solution](#)

1503.

804D

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

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

[knightL's solution](#)

1504.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[knightL's solution](#)

1505.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[knightL's solution](#)

1506.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[knightL's solution](#)

1507.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[knightL's solution](#)

1508.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · last AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[knightL's solution](#)

1509.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: combinatorics, strings

[knightL's solution](#)

1510.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[knightL's solution](#)

1511.

611F

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

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

[knightL's solution](#)

1512.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[knightL's solution](#)

1513.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: brute force, data structures

[knightL's solution](#)

1514.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures

[knightL's solution](#)

1515.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: geometry, math

[knightL's solution](#)

1516.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[knightL's solution](#)

1517.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[knightL's solution](#)

1518.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-01-07 · Java 17 (first AC) · Tags: constructive algorithms, dp, greedy

[knightL's solution](#)

1519.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[knightL's solution](#)

1520.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · Java 11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[knightL's solution](#)

1521.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[knightL's solution](#)

1522.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[knightL's solution](#)

1523.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[knightL's solution](#)

1524.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[knightL's solution](#)

1525.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[knightL's solution](#)

1526.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[knightL's solution](#)

1527.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[knightL's solution](#)

1528.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[knightL's solution](#)

1529.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[knightL's solution](#)

1530.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings

[knightL's solution](#)

1531.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · last AC: 2016-02-29 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[knightL's solution](#)

1532.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: math

[knightL's solution](#)

1533.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: 2-sat, greedy

[knightL's solution](#)

1534.

536C

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

Rating: 2600 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: geometry, math

[knightL's solution](#)

1535.

528C

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

Rating: 2600 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[knightL's solution](#)

1536.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: dp

[knightL's solution](#)

1537.

482C

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

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

[knightL's solution](#)

1538.

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · last AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[knightL's solution](#)

1539.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing

[knightL's solution](#)

1540.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2012-06-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[knightL's solution](#)

1541.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2700 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[knightL's solution](#)

1542.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-03 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, number theory

[knightL's solution](#)

1543.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[knightL's solution](#)

1544.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: data structures, number theory

[knightL's solution](#)

1545.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[knightL's solution](#)

1546.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, greedy

[knightL's solution](#)

1547.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-31 · last AC: 2014-12-31 · Java 8 (first AC) · Tags: divide and conquer, dp

[knightL's solution](#)

1548.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2011-07-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[knightL's solution](#)

1549.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · Java 17 (first AC) · Tags: data structures, dp, flows, greedy, matrices

[knightL's solution](#)

1550.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-24 · Java 11 (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[knightL's solution](#)

1551.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[knightL's solution](#)

1552.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[knightL's solution](#)

1553.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[knightL's solution](#)

1554.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[knightL's solution](#)

1555.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, matrices

[knightL's solution](#)

1556.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[knightL's solution](#)

1557.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[knightL's solution](#)

1558.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · Java 11 (first AC) · Tags: brute force, graphs, math, matrices

[knightL's solution](#)

1559.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, geometry, probabilities

[knightL's solution](#)

1560.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[knightL's solution](#)

1561.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[knightL's solution](#)

1562.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[knightL's solution](#)

1563.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: graphs, greedy, trees

[knightL's solution](#)

1564.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: data structures

[knightL's solution](#)

1565.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[knightL's solution](#)

1566.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · Java 21 (first AC) · Tags: constructive algorithms, dfs and similar, math

[knightL's solution](#)

1567.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · Java 8 (first AC) · Tags: constructive algorithms, games

[knightL's solution](#)

1568.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[knightL's solution](#)

1569.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · last AC: 2020-01-05 · Kotlin 1.4 (first AC) · Tags: data structures, math, matrices, probabilities

[knightL's solution](#)

1570.

1211H

[Road Repair in Treeland](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3100 · first AC: 2019-09-10 · Kotlin 1.4 (first AC) · Tags: *special, binary search, dp, trees

[knightL's solution](#)

1571.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[knightL's solution](#)

1572.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[knightL's solution](#)

1573.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[knightL's solution](#)

1574.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[knightL's solution](#)

1575.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-01 · GNU C11 (first AC) · Tags: *special, strings

[knightL's solution](#)

1576.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: — · first AC: 2026-04-01 · GNU C11 (first AC) · Tags: *special, bitmasks

[knightL's solution](#)

1577.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special

[knightL's solution](#)

1578.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[knightL's solution](#)

1579.

101554I

[Dance Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[knightL's solution](#)

1580.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[knightL's solution](#)

1581.

101555H

[Private Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[knightL's solution](#)

1582.

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · Java 21 (first AC) · Tags: *special, expression parsing, number theory

[knightL's solution](#)

1583.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, geometry

[knightL's solution](#)

1584.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,002 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, games, interactive

[knightL's solution](#)

1585.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, string suffix structures

[knightL's solution](#)

1586.

2088G

[Ardent Flames](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, binary search

[knightL's solution](#)

1587.

2088F

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[knightL's solution](#)

1588.

2088E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1589.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special

[knightL's solution](#)

1590.

2088C

[Farmer John's Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special

[knightL's solution](#)

1591.

2088B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings

[knightL's solution](#)

1592.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, math
[knightL's solution](#)

1593.

105767G

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1594.

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1595.

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1596.

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1597.

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1598.

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1599.

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1600.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2025-03-24 · Python 3 (first AC) · Tags: *special, implementation
[knightL's solution](#)

1601.

105437I

[Attribute Checks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[knightL's solution](#)

1602.

105437E

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3 (first AC) · Tags: —
[knightL's solution](#)

1603.

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · Kotlin 1.9 (first AC) · Tags: *special, data structures

[knightL's solution](#)

1604.

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · Kotlin 1.9 (first AC) · Tags: *special, brute force, sortings

[knightL's solution](#)

1605.

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · Kotlin 1.9 (first AC) · Tags: *special, dp

[knightL's solution](#)

1606.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, strings

[knightL's solution](#)

1607.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special

[knightL's solution](#)

1608.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[knightL's solution](#)

1609.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[knightL's solution](#)

1610.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1611.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, binary search, dfs and similar, math

[knightL's solution](#)

1612.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[knightL's solution](#)

1613.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · GNU C11 (first AC) · Tags: *special, brute force

[knightL's solution](#)

1614.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · GNU C11 (first AC) · Tags: *special, brute force, schedules
[knightL's solution](#)

1615.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · GNU C11 (first AC) · Tags: *special, strings
[knightL's solution](#)

1616.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings
[knightL's solution](#)

1617.

1047734

[A45DcBQ,,=C,,FC 4C´O Cd8D 0DD>C](#)

Rating: — · first AC: 2023-11-10 · Python 3 (first AC) · Tags: —
[knightL's solution](#)

1618.

1047733

[A70C1AC,,2D´9 D,,0D D](#)

Rating: — · first AC: 2023-11-10 · Python 3 (first AC) · Tags: —
[knightL's solution](#)

1619.

1047732

[B 5Dt=0ä9 C >C•](#)

Rating: — · first AC: 2023-11-10 · Python 3 (first AC) · Tags: —
[knightL's solution](#)

1620.

1047731

[A6000i4\\$@Cä9C=0 C= >CÔDCTB](#)

Rating: — · first AC: 2023-11-10 · Python 3 (first AC) · Tags: —
[knightL's solution](#)

1621.

100255B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · last AC: 2023-07-28 · GNU C11 (first AC) · Tags: —
[knightL's solution](#)

1622.

104295L

[A=0D=BC Ô;Dô3D4HC=0](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —
[knightL's solution](#)

1623.

104295K

[B =Cä@C¢ 8 Cô>D OCD>C¢ 2 C=;C 4Cä2Cä9](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —
[knightL's solution](#)

1624.

104295J

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —
[knightL's solution](#)

1625.

104295I

[Moomin Adventures](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1626.

104295G

[Aö>D0C DCC' "CäDD ;D0](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1627.

104295F

[AäAD\\$>D >Cd=D´5 BT0D\\$8DD=C BD\\$K](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1628.

104295E

[B=>D4AQÄCCÄ@C,,: C, C´8Cô4C AD K](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1629.

104295D

[B 5CÄlaDò Dä<C´K](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1630.

104295C

[B 00&0D,,:C, D4<C,Ô<C <D°](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1631.

104295B

[Spring cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1632.

104295A

[Aö8D>C2ÖGC AD°](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1633.

104295H

[B K0C0C´:C](#)

Rating: — · first AC: 2023-06-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1634.

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · last AC: 2022-04-09 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1635.

103631B

[AäD\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[knightL's solution](#)

1636.

103631A

[B4@Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[knightL's solution](#)

1637.

102772A

[AS0Cd=Cä5 CÔ0D4GCÔ>CR GC,,AC´>](#)

Rating: — · first AC: 2022-03-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1638.

102772H

[B,,Tcä;DÄ=D´5 CÔ5D 5Cô8D :C€](#)

Rating: — · first AC: 2022-03-04 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1639.

1035335

[New Year in Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[knightL's solution](#)

1640.

1035322

[A00D13C ND”8C’ @Cä1CäB](#)

Rating: — · first AC: 2022-01-28 · last AC: 2022-01-28 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1641.

1035323

[BSQ0TLC C4>C´LCÔ0Dò 3Cä;Cä2Cä;Cä<C=0](#)

Rating: — · first AC: 2022-01-21 · last AC: 2022-01-21 · Java 11 (first AC) · Tags: —

[knightL's solution](#)

1642.

1002290

[Q](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

1643.

100229K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

1644.

100229M

[M](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

1645.

100229D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

1646.

100229F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

100229B

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

1648.

100229C

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

1649.

100229A

Rating: — · first AC: 2021-10-15 · Kotlin 1.4 (first AC) · Tags: —

1650.

1570E

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, strings

1651.

1570D

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

1652.

1570C

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

1653.

1570B

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

1654.

1570A

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special

1655.

102180C

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: —

1656.

102180B

Rating: — · first AC: 2021-10-01 · PyPy 3 (first AC) · Tags: —

1657.

102180A

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

knightL's solution

1658.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[knightL's solution](#)

1659.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[knightL's solution](#)

1660.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[knightL's solution](#)

1661.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[knightL's solution](#)

1662.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[knightL's solution](#)

1663.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1664.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[knightL's solution](#)

1665.

1532F

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

Quality: 219 global accepts · Rating: — · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, strings

[knightL's solution](#)

1666.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special

[knightL's solution](#)

1667.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[knightL's solution](#)

1668.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1669.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

1670.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special

[knightL's solution](#)

1671.

1531E3

[B 5D0BC,,@Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[knightL's solution](#)

1672.

1531E2

[B 5D0BC,,@Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[knightL's solution](#)

1673.

1531E1

[B 5D0BC,,@Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[knightL's solution](#)

1674.

1531D

[B 5CD0C=BCja@D45CÂ C,,=C45D Â 6ö/E÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[knightL's solution](#)

1675.

1531C

[B 8CÄ=CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[knightL's solution](#)

1676.

1531B2

[AÄ=CO8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[knightL's solution](#)

1677.

1531B1

[AÄ=CO8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[knightL's solution](#)

1678.

1531A

[At8CÔ3OT@pcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[knightL's solution](#)

1679.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1680.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[knightL's solution](#)

1681.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, strings

[knightL's solution](#)

1682.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

1683.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1684.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: —

[knightL's solution](#)

1685.

1432E

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

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[knightL's solution](#)

1686.

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[knightL's solution](#)

1687.

1432D

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

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[knightL's solution](#)

1688.

1432C

[Equalize Prices Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

1689.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

1690.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special

[knightL's solution](#)

1691.

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, strings

[knightL's solution](#)

1692.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, math

[knightL's solution](#)

1693.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[knightL's solution](#)

1694.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[knightL's solution](#)

1695.

1297D

[Bonus Distribution](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[knightL's solution](#)

1696.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[knightL's solution](#)

1697.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[knightL's solution](#)

1698.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1699.

1298F2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[knightL's solution](#)

1700.

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[knightL's solution](#)

1701.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[knightL's solution](#)

1702.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[knightL's solution](#)

1703.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, strings

[knightL's solution](#)

1704.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1705.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

1706.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[knightL's solution](#)

1707.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[knightL's solution](#)

1708.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[knightL's solution](#)

1709.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[knightL's solution](#)

1710.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[knightL's solution](#)

1711.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[knightL's solution](#)

1712.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[knightL's solution](#)

1713.

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
[knightL's solution](#)

1714.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · Python 3 (first AC) · Tags: *special, implementation
[knightL's solution](#)

1715.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[knightL's solution](#)

1716.

101604D

[Wet Shark and Smallest Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[knightL's solution](#)

1717.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1718.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1719.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1720.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1721.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1722.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1723.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1724.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1725.

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1726.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1727.

101755E

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

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1728.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1729.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1730.

101755A

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

Rating: — · first AC: 2018-03-23 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1731.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1732.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1733.

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1734.

101484K

[Counting Good Teams](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1735.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1736.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1737.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1738.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1739.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1740.

101484J

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

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1741.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1742.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-13 · last AC: 2017-08-05 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1743.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1744.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · last AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1745.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1746.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1747.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1748.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1749.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1750.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1751.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1752.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1753.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1754.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1755.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1756.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1757.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1758.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1759.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1760.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1761.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1762.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1763.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1764.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · Java 8 (first AC) · Tags: —

[knightL's solution](#)

1765.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1766.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1767.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1768.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1769.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1770.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1771.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1772.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1773.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1774.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1775.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1776.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1777.

101341J

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

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1778.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1779.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1780.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1781.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1782.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1783.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1784.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1785.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1786.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1787.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1788.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-13 · last AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1789.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1790.

100134B

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

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1791.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1792.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1793.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1794.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1795.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · last AC: 2016-11-13 · Java 8 (first AC) · Tags: —
[knightL's solution](#)

1796.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1797.

100125G

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1798.

100125H

[Hospital](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1799.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1800.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1801.

100788B

[AOPC 8 C, 3D 0](#)

Rating: — · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1802.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · last AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1803.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1804.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1805.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1806.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1807.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1808.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1809.

100186F

[Pair Programming](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1810.

100186C

[The road](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1811.

100186J

[New protocol](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1812.

100186H

[IWorm](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1813.

100186I

[The Match](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1814.

100186G

[Restroom](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1815.

100186D

[Test problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1816.

100186K

[Quality assurance](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1817.

100186L

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1818.

100186A

[Random Access Memory](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-21 · last AC: 2016-03-21 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1819.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · last AC: 2016-03-19 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1820.

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1821.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1822.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1823.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1824.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1825.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1826.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1827.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1828.

100878D

[Costly Labels](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: —
[knightL's solution](#)

1829.

100642E

[Parencedence!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1830.

100642G

[Show Me the Money](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1831.

100642F

[Road Series](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1832.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1833.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1834.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1835.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1836.

100771M

[AÖ00Cd=Câ Aä BÄ\(AR HC HC´KC=0](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1837.

100771K

[B 00ÄKc' 2C=CD =D´9 Cö8D >Cd>C](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1838.

100771H

[B 50CqCjBC,ÔHCäC](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1839.

100771J

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

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1840.

100771I

[AD@CT2Câ ?C,,FD`](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1841.

100771F

[Aö8DdFCT4C @D\\$A](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1842.

100771D

[Aö>DT8D"5CÔ8Dò :Cä;C 0D K](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1843.

100771C

[BT8D\\$@D´9 Cö@Cä4C 2CTF](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1844.

100771A

[ASÜCÖ4C ; C" AD\\$>C´>C\\$>C•](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1845.

100771E

[AddOnAa1Cd>D 0](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1846.

100771G

[AD>D1504> CD>C\\$>CD8D" =CT>C @C 7Cä2C =CÔ>D BDÀ](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1847.

100771L

[BS@C13074C,,O C" ´ Dò BCä@D\\$8C«°](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1848.

100771B

[B 5000CD>Dt=D´9 CÔ>Cd8D 0D\\$5C´L](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1849.

100185G

[Forest Highway](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1850.

100185H

[FreeCell](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1851.

100185C

[Vacuum Tubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1852.

100185D

[Chicken Joggers](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1853.

100185I

[Flag Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1854.

100185F

[Bank Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1855.

100185B

[Peragrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1856.

100185A

[Car Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1857.

100761I

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1858.

100761C

[Coach's Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1859.

100761H

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1860.

100761J

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1861.

100761K

[Kola](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1862.

100761E

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1863.

100761L

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1864.

100761N

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1865.

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1866.

100741J

[Empty Circle](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1867.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1868.

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1869.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1870.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1871.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1872.

100463H

[Two Sets](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1873.

100463F

[Static Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1874.

100463I

[Yawner](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1875.

100463D

[Evil](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1876.

100463A

[Crossing Number](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: —

[knightL's solution](#)

1877.

100625G

[Getting Through](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1878.

100587A

[Lazy Sort](#) · [Tutorial](#)

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

[knightL's solution](#)

1879.

100587B

[All Critical](#) · [Tutorial](#)

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

[knightL's solution](#)

1880.

100587C

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

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

[knightL's solution](#)

1881.

100587D

[Fox Socks](#) · [Tutorial](#)

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

[knightL's solution](#)

1882.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · last AC: 2014-12-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1883.

100531E

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-25 · last AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1884.

100531C

[Combinator Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1885.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1886.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · last AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1887.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1888.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1889.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1890.

100514L

[Key](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1891.

100514E

[Peace of AmericanWedding](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1892.

100514B

[:-P](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1893.

100514C

[Pgkpxumgs](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1894.

1005140

[0x](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1895.

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1896.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1897.

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1898.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1899.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1900.

100514N

[tirnaeumPt](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1901.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1902.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1903.

100514A

[Bank](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-02 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1904.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1905.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1906.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1907.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1908.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1909.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · Java 7 (first AC) · Tags: —

[knightL's solution](#)

1910.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1911.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1912.

100504C

[Add a C~L](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1913.

100504F

[B>D<CÄ0DT0 C, AD\\$5C';C 6](#)

Rating: — · first AC: 2014-10-29 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1914.

100504D

[A10C5C0](#)

Rating: — · first AC: 2014-10-29 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1915.

100504B

[A4500-CÄ](#)

Rating: — · first AC: 2014-10-29 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1916.

100504E

[A10CDA0t0](#)

Rating: — · first AC: 2014-10-29 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1917.

100504H

[AÔ5Dt5D\\$=Cä5 C,,;C, GCTBCÔ>CSö](#)

Rating: — · first AC: 2014-10-29 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1918.

100504G

[A10C48CÔK](#)

Rating: — · first AC: 2014-10-29 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1919.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1920.

100502F

[Particle Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1921.

100502J

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1922.

100502I

[How Many Squares?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1923.

100502A

[Amanda Lounges](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1924.

100502G

[Outing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1925.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1926.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1927.

100502C

[Catalan Square](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1928.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1929.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1930.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

1931.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

1932.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

1933.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

1934.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

1935.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

1936.

100495C

[I need some help!](#) · [Tutorial](#)

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

[knightL's solution](#)

1937.

100495H

[Sugar and Salt](#) · [Tutorial](#)

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

[knightL's solution](#)

1938.

100495J

[Unnamed numbers](#) · [Tutorial](#)

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

[knightL's solution](#)

1939.

100495K

[Wolf and sheep](#) · [Tutorial](#)

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

[knightL's solution](#)

1940.

100495F

[Snake++](#) · [Tutorial](#)

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

[knightL's solution](#)

1941.

100495E

[Simple sequence](#) · [Tutorial](#)

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

[knightL's solution](#)

1942.

100495A

[Crystals](#) · [Tutorial](#)

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

[knightL's solution](#)

1943.

100495B

[Don't swear!](#) · [Tutorial](#)

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

[knightL's solution](#)

1944.

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1945.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1946.

100486D

[Mine the Gradient](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1947.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1948.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1949.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —
[knightL's solution](#)

1950.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —
[knightL's solution](#)

1951.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1952.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1953.

100169E

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

Rating: — · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1954.

100169B

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

Rating: — · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1955.

100169A

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

Rating: — · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1956.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1957.

100169D

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

Rating: — · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1958.

100204F

[Little Mammoth](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1959.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1960.

100204E

[Strange Limit](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1961.

100204C

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

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1962.

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · Java 7 (first AC) · Tags: —
[knightL's solution](#)

1963.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1964.

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1965.

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

1966.

100244F

[A0x015C0](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1967.

100244G

[B BD00cd8 C =D\\$8C`>C0K C, 3C,,5C0K](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1968.

100244E

[A CD\\$5D 1D >CDK C,,7 CdCCx>C](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1969.

100244C

[B >00AD\\$2CT=C0KCR AC\\$O0t8](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1970.

100244B

[AÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1971.

100244H

[A0x015C\\$AC=0D0 1D4EC40C`BCT@C,,O](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1972.

100244A

[B->D00l,@Cä2C=0 BT0C=CC00 AÄ0D\\$0D\\$0](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1973.

100201G

[Warehouse Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1974.

100201H

[Don't Go Left](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1975.

100201D

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

Rating: — · first AC: 2013-10-09 · Java 6 (first AC) · Tags: —

[knightL's solution](#)

1976.

100201I

[Railroad Sort](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1977.

100201C

[Yellow Code](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1978.

100194J

[Add B C,,8](#)

Rating: — · first AC: 2013-10-07 · last AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1979.

100194I

[Add D<CäCC4>C´LCÔ8Cα8](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1980.

100194F

[Add A0CÔ4D°](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1981.

100194G

[B->0ααCä2C,,IC 2 Cα=C,,3C E](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1982.

100194C

[B 2Dô10T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1983.

100194H

[Add A ACÔ0Dò AC\\$0CDLC 0](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1984.

100194B

[B D 2C,,AC =C,,5](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1985.

100194D

[Add 2C@D](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1986.

100194A

[Add 048D5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1987.

100200D

[Linear Programming Dual](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1988.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1989.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1990.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1991.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1992.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1993.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1994.

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · last AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1995.

100155H

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

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1996.

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1997.

100155F

[Lock Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1998.

100155E

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

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

1999.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2000.

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2001.

100155C

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

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2002.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2003.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2004.

100197F

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2005.

100197D

[Little Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2006.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2007.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 6 (first AC) · Tags: —

[knightL's solution](#)

2008.

100197E

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

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2009.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2010.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++0x (first AC) · Tags: —
[knightL's solution](#)

2011.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2012.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 6 (first AC) · Tags: —
[knightL's solution](#)

2013.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2014.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2015.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 6 (first AC) · Tags: —
[knightL's solution](#)

2016.

100199D

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

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2017.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 6 (first AC) · Tags: —
[knightL's solution](#)

2018.

100108B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-06 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2019.

100097E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2020.

100097C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2021.

100097B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2022.

100097D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2023.

100097A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2024.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2025.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2026.

100015F

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

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2027.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2028.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2029.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2030.

100015A

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

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2031.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2032.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2033.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2034.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2035.

100066E

[Tron](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-30 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2036.

100066D

[Cottage demolition](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-30 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2037.

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-30 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2038.

100066B

[Sequence-2](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-30 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2039.

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-30 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2040.

100056E

[BS@Ca=Ct0C=FC,,8](#)

Rating: — · first AC: 2012-08-22 · last AC: 2012-08-22 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2041.

100056F

[Assorted K](#)

Rating: — · first AC: 2012-08-22 · last AC: 2012-08-22 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2042.

100056C

[A#20:4D 0D](#)

Rating: — · first AC: 2012-08-22 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2043.

100056B

[A\\$5D5C\\$>Dt=C O CÔ>DtBC](#)

Rating: — · first AC: 2012-08-22 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2044.

100056A

[B\\$5C75D,,>D0](#)

Rating: — · first AC: 2012-08-22 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2045.

100055E

[B43C4C 9 Dt8D ;Cà](#)

Rating: — · first AC: 2012-08-20 · Java 6 (first AC) · Tags: —

[knightL's solution](#)

2046.

100055D

[B5C1d K](#)

Rating: — · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2047.

100055C

[K-cCã@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2048.

100055B

[B\\$0D8DDK](#)

Rating: — · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2049.

100055A

[A-~CÔC BCT=C FC,,O D BD >C](#)

Rating: — · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2050.

100019C

[AÄ+GäCäCC4>C`LCÔ8C](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2051.

100019I

[A·ÔAD\\$0CÔFC,,O](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2052.

100019E

[BT`AÄl](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2053.

100019B

[Aõ×018CÔ>CÀ](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2054.

100019H

[A@D43C€](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2055.

100019G

[B ?C,,00i8 – CD5D\\$OCÃð](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2056.

100019F

[A: ÔAca!C 4](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2057.

100019D

[AÔ5 C"00D5" 6C,,7CÔ8 C\\$0CÂ ?Cä:C P](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2058.

100019A

[A-5D C1DD\\$ L C, AD´=Cä2DÄO](#)

Rating: — · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: —
[knightL's solution](#)

2059.

100024I

[A´5D\\$0DäIC,,5 D,,0D K](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2060.

100024G

[A <C1006,,:C =D :C,,9 CÔ8D >C2 "•](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2061.

100024A

[B 00D0D :C :C\\$0CD@C BC](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2062.

100024E

[BÔCj3D 0D@](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2063.

100024H

[B,,0DkaC@D43Cä<](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2064.

100024F

[Hobbit's party](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —
[knightL's solution](#)

2065.

100024J

[A,3D>G\\$>C' 0C\\$BCä<C B](#)

Rating: — · first AC: 2012-07-11 · MS C++ (first AC) · Tags: —

[knightL's solution](#)

2066.

100024D

[A00CD=D'9 C4=Cä<](#)

Rating: — · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2067.

100024C

[A05Di2Cä@CäBD°](#)

Rating: — · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2068.

100044J

[A0>017CD0](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2069.

100044K

[A0D0C'5C\\$AC=0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2070.

100044I

[A0CÄCÔ4CÔ0Dò >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2071.

100044H

[B0C0rial](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2072.

100044G

[A0C0D](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2073.

100044F

[A0040Ct8Cö](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2074.

100044D

[A4>D1BC,,=C,,FC](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)

2075.

100044A

[A0001Cä;DÄHC,,9 Cä1D"8C' 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[knightL's solution](#)