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Unique solved — kobus

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

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

Filters: none

Count: 1,110

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[kobus's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kobus's solution](#)

3.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kobus's solution](#)

4.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[kobus's solution](#)

5.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,067 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kobus's solution](#)

6.

2170A

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

Quality: 19,915 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[kobus's solution](#)

7.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,339 global accepts · Rating: 800 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[kobus's solution](#)

8.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,837 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[kobus's solution](#)

9.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kobus's solution](#)

10.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

11.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

12.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,455 global accepts · Rating: 800 · first AC: 2024-03-22 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[kobus's solution](#)

13.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,763 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kobus's solution](#)

14.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kobus's solution](#)

15.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[kobus's solution](#)

16.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[kobus's solution](#)

17.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

18.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[kobus's solution](#)

19.

1560A

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

Quality: 73,509 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

20.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[kobus's solution](#)

21.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,430 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[kobus's solution](#)

22.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

23.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[kobus's solution](#)

24.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[kobus's solution](#)

25.

1328A

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

Quality: 131,895 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[kobus's solution](#)

26.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,470 global accepts · Rating: 800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

27.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kobus's solution](#)

28.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[kobus's solution](#)

29.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,555 global accepts · Rating: 800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

30.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,057 global accepts · Rating: 800 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[kobus's solution](#)

31.

228A

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

Quality: 139,802 global accepts · Rating: 800 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

32.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

33.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,722 global accepts · Rating: 800 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[kobus's solution](#)

34.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,191 global accepts · Rating: 800 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

35.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,905 global accepts · Rating: 800 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

36.

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

37.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,805 global accepts · Rating: 800 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[kobus's solution](#)

38.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

39.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-09-13 · Java 8 (first AC) · Tags: implementation

[kobus's solution](#)

40.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kobus's solution](#)

41.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

42.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

43.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

44.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[kobus's solution](#)

45.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,666 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[kobus's solution](#)

46.

952A

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

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[kobus's solution](#)

47.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kobus's solution](#)

48.

233A

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

Quality: 49,147 global accepts · Rating: 800 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

49.

266A

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

Quality: 244,536 global accepts · Rating: 800 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

50.

231A

[Team](#) · [Tutorial](#)

Quality: 430,218 global accepts · Rating: 800 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kobus's solution](#)

51.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,772 global accepts · Rating: 800 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

52.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,232 global accepts · Rating: 800 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

53.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[kobus's solution](#)

54.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kobus's solution](#)

55.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[kobus's solution](#)

56.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

57.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

58.

71A

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

Quality: 503,213 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[kobus's solution](#)

59.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,032 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kobus's solution](#)

60.

908A

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

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

[kobus's solution](#)

61.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[kobus's solution](#)

62.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

63.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 800 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[kobus's solution](#)

64.

59A

[Word](#) · [Tutorial](#)

Quality: 227,908 global accepts · Rating: 800 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kobus's solution](#)

65.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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66.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

67.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,341 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kobus's solution](#)

68.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[kobus's solution](#)

69.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

70.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

71.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kobus's solution](#)

72.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

73.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 800 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: implementation, strings

[kobus's solution](#)

74.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-06-08 · last AC: 2017-06-08 · GNU C++ (first AC) · Tags: brute force, implementation

[kobus's solution](#)

75.

780A

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

Quality: 22,783 global accepts · Rating: 800 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation

[kobus's solution](#)

76.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,944 global accepts · Rating: 800 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation, strings

[kobus's solution](#)

77.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: brute force, implementation

[kobus's solution](#)

78.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,516 global accepts · Rating: 800 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: implementation, strings

[kobus's solution](#)

79.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,199 global accepts · Rating: 800 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: implementation

[kobus's solution](#)

80.

265A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: implementation

[kobus's solution](#)

81.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2017-03-16 · GNU C++ (first AC) · Tags: math

[kobus's solution](#)

82.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[kobus's solution](#)

83.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kobus's solution](#)

84.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kobus's solution](#)

85.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,642 global accepts · Rating: 900 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[kobus's solution](#)

86.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[kobus's solution](#)

87.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[kobus's solution](#)

88.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kobus's solution](#)

89.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kobus's solution](#)

90.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[kobus's solution](#)

91.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kobus's solution](#)

92.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[kobus's solution](#)

93.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[kobus's solution](#)

94.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kobus's solution](#)

95.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,897 global accepts · Rating: 900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kobus's solution](#)

96.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

97.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,469 global accepts · Rating: 900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[kobus's solution](#)

98.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[kobus's solution](#)

99.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kobus's solution](#)

100.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[kobus's solution](#)

101.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kobus's solution](#)

102.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

103.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,680 global accepts · Rating: 900 · first AC: 2017-03-23 · last AC: 2018-03-05 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[kobus's solution](#)

104.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,000 global accepts · Rating: 900 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

105.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

106.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

107.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

108.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kobus's solution](#)

109.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

110.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kobus's solution](#)

111.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

112.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[kobus's solution](#)

113.

115A

[Party](#) · [Tutorial](#)

Quality: 43,349 global accepts · Rating: 900 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[kobus's solution](#)

114.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kobus's solution](#)

115.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

116.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

117.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-06-08 · GNU C++ (first AC) · Tags: implementation
[kobus's solution](#)

118.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[kobus's solution](#)

119.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

120.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kobus's solution](#)

121.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation, math

[kobus's solution](#)

122.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[kobus's solution](#)

123.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,843 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kobus's solution](#)

124.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kobus's solution](#)

125.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kobus's solution](#)

126.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,265 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[kobus's solution](#)

127.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[kobus's solution](#)

128.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,622 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[kobus's solution](#)

129.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[kobus's solution](#)

130.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kobus's solution](#)

131.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

132.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[kobus's solution](#)

133.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,272 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kobus's solution](#)

134.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,985 global accepts · Rating: 1000 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kobus's solution](#)

135.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

136.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

137.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[kobus's solution](#)

138.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

139.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

140.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,350 global accepts · Rating: 1000 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

141.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[kobus's solution](#)

142.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

143.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

144.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kobus's solution](#)

145.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

146.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

147.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[kobus's solution](#)

148.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[kobus's solution](#)

149.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

150.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, implementation

[kobus's solution](#)

151.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kobus's solution](#)

152.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kobus's solution](#)

153.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kobus's solution](#)

154.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kobus's solution](#)

155.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[kobus's solution](#)

156.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: greedy, implementation

[kobus's solution](#)

157.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

158.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kobus's solution](#)

159.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[kobus's solution](#)

160.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

161.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[kobus's solution](#)

162.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

163.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[kobus's solution](#)

164.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[kobus's solution](#)

165.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[kobus's solution](#)

166.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[kobus's solution](#)

167.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kobus's solution](#)

168.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kobus's solution](#)

169.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

170.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[kobus's solution](#)

171.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[kobus's solution](#)

172.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

173.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

174.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kobus's solution](#)

175.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[kobus's solution](#)

176.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

177.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kobus's solution](#)

178.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kobus's solution](#)

179.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[kobus's solution](#)

180.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[kobus's solution](#)

181.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: implementation

[kobus's solution](#)

182.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

183.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[kobus's solution](#)

184.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: brute force

[kobus's solution](#)

185.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: implementation, math
[kobus's solution](#)

186.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: implementation, sortings
[kobus's solution](#)

187.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,697 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[kobus's solution](#)

188.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kobus's solution](#)

189.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kobus's solution](#)

190.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[kobus's solution](#)

191.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[kobus's solution](#)

192.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[kobus's solution](#)

193.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[kobus's solution](#)

194.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kobus's solution](#)

195.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[kobus's solution](#)

196.

1270B

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

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

197.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[kobus's solution](#)

198.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kobus's solution](#)

199.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kobus's solution](#)

200.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[kobus's solution](#)

201.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,019 global accepts · Rating: 1200 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kobus's solution](#)

202.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kobus's solution](#)

203.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1200 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[kobus's solution](#)

204.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[kobus's solution](#)

205.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[kobus's solution](#)

206.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kobus's solution](#)

207.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kobus's solution](#)

208.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kobus's solution](#)

209.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[kobus's solution](#)

210.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[kobus's solution](#)

211.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[kobus's solution](#)

212.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kobus's solution](#)

213.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

214.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[kobus's solution](#)

215.

908B

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

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

[kobus's solution](#)

216.

658B

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

Rating: 1200 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

217.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kobus's solution](#)

218.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,977 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[kobus's solution](#)

219.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kobus's solution](#)

220.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[kobus's solution](#)

221.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[kobus's solution](#)

222.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

223.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,332 global accepts · Rating: 1200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[kobus's solution](#)

224.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kobus's solution](#)

225.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kobus's solution](#)

226.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kobus's solution](#)

227.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[kobus's solution](#)

228.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kobus's solution](#)

229.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kobus's solution](#)

230.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[kobus's solution](#)

231.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[kobus's solution](#)

232.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: greedy, sortings
[kobus's solution](#)

233.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: implementation, math, number theory
[kobus's solution](#)

234.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-06-08 · GNU C++ (first AC) · Tags: implementation, sortings
[kobus's solution](#)

235.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

236.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,183 global accepts · Rating: 1200 · first AC: 2017-04-20 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings
[kobus's solution](#)

237.

265C

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

Rating: 1200 · first AC: 2017-03-22 · GNU C++ (first AC) · Tags: greedy, implementation
[kobus's solution](#)

238.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kobus's solution](#)

239.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kobus's solution](#)

240.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[kobus's solution](#)

241.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[kobus's solution](#)

242.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[kobus's solution](#)

243.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[kobus's solution](#)

244.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kobus's solution](#)

245.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[kobus's solution](#)

246.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[kobus's solution](#)

247.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[kobus's solution](#)

248.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[kobus's solution](#)

249.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[kobus's solution](#)

250.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kobus's solution](#)

251.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[kobus's solution](#)

252.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

253.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[kobus's solution](#)

254.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[kobus's solution](#)

255.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kobus's solution](#)

256.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[kobus's solution](#)

257.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kobus's solution](#)

258.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[kobus's solution](#)

259.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kobus's solution](#)

260.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[kobus's solution](#)

261.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kobus's solution](#)

262.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kobus's solution](#)

263.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[kobus's solution](#)

264.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[kobus's solution](#)

265.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[kobus's solution](#)

266.

4C

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

Quality: 108,131 global accepts · Rating: 1300 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[kobus's solution](#)

267.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[kobus's solution](#)

268.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[kobus's solution](#)

269.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[kobus's solution](#)

270.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[kobus's solution](#)

271.

841C

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

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kobus's solution](#)

272.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[kobus's solution](#)

273.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,876 global accepts · Rating: 1300 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[kobus's solution](#)

274.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-06-08 · GNU C++ (first AC) · Tags: data structures, implementation, math
[kobus's solution](#)

275.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kobus's solution](#)

276.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[kobus's solution](#)

277.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: implementation
[kobus's solution](#)

278.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
[kobus's solution](#)

279.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[kobus's solution](#)

280.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[kobus's solution](#)

281.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2017-05-02 · last AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kobus's solution](#)

282.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[kobus's solution](#)

283.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[kobus's solution](#)

284.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[kobus's solution](#)

285.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[kobus's solution](#)

286.

1270C

[Make Good](#) · [Tutorial](#)

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

[kobus's solution](#)

287.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kobus's solution](#)

288.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

[kobus's solution](#)

289.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,177 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[kobus's solution](#)

290.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,589 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kobus's solution](#)

291.

175A

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

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[kobus's solution](#)

292.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[kobus's solution](#)

293.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games
[kobus's solution](#)

294.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[kobus's solution](#)

295.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[kobus's solution](#)

296.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[kobus's solution](#)

297.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kobus's solution](#)

298.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games
[kobus's solution](#)

299.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[kobus's solution](#)

300.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[kobus's solution](#)

301.

515C

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

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[kobus's solution](#)

302.

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu
[kobus's solution](#)

303.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[kobus's solution](#)

304.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math
[kobus's solution](#)

305.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[kobus's solution](#)

306.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kobus's solution](#)

307.

844C

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

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[kobus's solution](#)

308.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[kobus's solution](#)

309.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,371 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation
[kobus's solution](#)

310.

805D

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

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[kobus's solution](#)

311.

279B

[Books](#) · [Tutorial](#)

Quality: 72,419 global accepts · Rating: 1400 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[kobus's solution](#)

312.

550B

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

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2017-04-18 · last AC: 2017-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[kobus's solution](#)

313.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[kobus's solution](#)

314.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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900C

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Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[kobus's solution](#)

420.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

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421.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kobus's solution](#)

422.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[kobus's solution](#)

423.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[kobus's solution](#)

424.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[kobus's solution](#)

425.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[kobus's solution](#)

426.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[kobus's solution](#)

427.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[kobus's solution](#)

428.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[kobus's solution](#)

429.

2093F

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Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy
[kobus's solution](#)

430.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[kobus's solution](#)

431.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[kobus's solution](#)

432.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kobus's solution](#)

433.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[kobus's solution](#)

434.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[kobus's solution](#)

435.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings
[kobus's solution](#)

436.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[kobus's solution](#)

437.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths
[kobus's solution](#)

438.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[kobus's solution](#)

439.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[kobus's solution](#)

440.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[kobus's solution](#)

441.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math
[kobus's solution](#)

442.

442B

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

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[kobus's solution](#)

443.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[kobus's solution](#)

444.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2019-12-24 · last AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[kobus's solution](#)

445.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kobus's solution](#)

446.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[kobus's solution](#)

447.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kobus's solution](#)

448.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[kobus's solution](#)

449.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[kobus's solution](#)

450.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[kobus's solution](#)

451.

162C

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

Quality: 1,385 global accepts · Rating: 1800 · first AC: 2019-03-04 · Factor (first AC) · Tags: *special
[kobus's solution](#)

452.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[kobus's solution](#)

453.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[kobus's solution](#)

454.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[kobus's solution](#)

455.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kobus's solution](#)

456.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[kobus's solution](#)

457.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[kobus's solution](#)

458.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[kobus's solution](#)

459.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[kobus's solution](#)

460.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[kobus's solution](#)

461.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[kobus's solution](#)

462.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[kobus's solution](#)

463.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[kobus's solution](#)

464.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[kobus's solution](#)

465.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[kobus's solution](#)

466.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · last AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[kobus's solution](#)

467.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[kobus's solution](#)

468.

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[kobus's solution](#)

469.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[kobus's solution](#)

470.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[kobus's solution](#)

471.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[kobus's solution](#)

472.

1265D

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

Rating: 1900 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kobus's solution](#)

473.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[kobus's solution](#)

474.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[kobus's solution](#)

475.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[kobus's solution](#)

476.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[kobus's solution](#)

477.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[kobus's solution](#)

478.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[kobus's solution](#)

479.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[kobus's solution](#)

480.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[kobus's solution](#)

481.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[kobus's solution](#)

482.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[kobus's solution](#)

483.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[kobus's solution](#)

484.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive
[kobus's solution](#)

485.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[kobus's solution](#)

486.

867C

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, ternary search
[kobus's solution](#)

487.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[kobus's solution](#)

488.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: bitmasks, trees
[kobus's solution](#)

489.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive
[kobus's solution](#)

490.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[kobus's solution](#)

491.

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[kobus's solution](#)

492.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[kobus's solution](#)

493.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[kobus's solution](#)

494.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[kobus's solution](#)

495.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[kobus's solution](#)

496.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kobus's solution](#)

497.

462D

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

Rating: 2000 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[kobus's solution](#)

498.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[kobus's solution](#)

499.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[kobus's solution](#)

500.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[kobus's solution](#)

501.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[kobus's solution](#)

502.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[kobus's solution](#)

503.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[kobus's solution](#)

504.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[kobus's solution](#)

505.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[kobus's solution](#)

506.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kobus's solution](#)

507.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[kobus's solution](#)

508.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[kobus's solution](#)

509.

844D

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

Rating: 2000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[kobus's solution](#)

510.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[kobus's solution](#)

511.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[kobus's solution](#)

512.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[kobus's solution](#)

513.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[kobus's solution](#)

514.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[kobus's solution](#)

515.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[kobus's solution](#)

516.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kobus's solution](#)

517.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[kobus's solution](#)

518.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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519.

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520.

609E

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521.

2178F

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522.

2179G

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Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
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523.

1593G

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Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
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524.

1535E

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Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
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525.

1505F

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Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
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526.

1328F

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[kobus's solution](#)

527.

1252E

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Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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528.

903E

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529.

364B

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530.

1270E

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531.

1252B

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532.

1252J

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Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: brute force, dp

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533.

585D

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Quality: 2,038 global accepts · Rating: 2300 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

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534.

1765L

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Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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535.

1765A

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Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

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536.

1725L

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Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kobus's solution](#)

537.

1718C

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Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

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538.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

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539.

1264C

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540.

1252F

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Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

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541.

1205C

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Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[kobus's solution](#)

542.

446C

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Quality: 3,933 global accepts · Rating: 2400 · first AC: 2018-10-29 · last AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[kobus's solution](#)

543.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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544.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[kobus's solution](#)

545.

1725E

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Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[kobus's solution](#)

546.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[kobus's solution](#)

547.

1146F

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Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[kobus's solution](#)

548.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

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549.

436E

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550.

1765G

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Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

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551.

1146G

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Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

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552.

1033E

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Quality: 789 global accepts · Rating: 2800 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[kobus's solution](#)

553.

2214D

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Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[kobus's solution](#)

554.

2214J

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Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[kobus's solution](#)

555.

2214B

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Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

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556.

2214C

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Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

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557.

2214A

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558.

105492M

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559.

105492F

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Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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560.

105492K

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Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kobus's solution](#)

561.

105492B

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562.

105492C

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Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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563.

105492E

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Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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565.

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567.

105492J

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568.

2095G

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Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[kobus's solution](#)

569.

2095I

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Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[kobus's solution](#)

570.

2095B

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Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

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571.

2095D

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Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

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572.

2095A

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Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[kobus's solution](#)

573.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · last AC: 2023-10-06 · GNU C++11 (first AC) · Tags: —

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574.

104064K

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Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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575.

104030G

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576.

104030A

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577.

104030H

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578.

104030D

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579.

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581.

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104120G

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104120E

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104120L

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589.

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603.

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[kobus's solution](#)

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Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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103729A

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607.

103729B

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608.

103729K

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[kobus's solution](#)

609.

103577J

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Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

610.

103577D

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[kobus's solution](#)

611.

103577M

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Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

612.

103577F

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[kobus's solution](#)

613.

103577A

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[kobus's solution](#)

614.

103577E

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615.

103577L

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616.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

617.

103577B

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Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

618.

103811G

[Gold Medal Bout](#) · [Tutorial](#)

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[kobus's solution](#)

619.

103811J

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Rating: — · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

620.

103811L

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[kobus's solution](#)

621.

103811E

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[kobus's solution](#)

622.

103811D

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623.

103811I

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Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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624.

103811C

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625.

100500G

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[kobus's solution](#)

626.

100500B

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627.

100500A

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628.

100500F

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Rating: — · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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629.

100500E

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Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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630.

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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631.

100500H

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Rating: — · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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632.

100500D

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Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[kobus's solution](#)

633.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

634.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[kobus's solution](#)

635.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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636.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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637.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

638.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

639.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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640.

100112E

[Eco-driving](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

641.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

642.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

643.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

644.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

645.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

646.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

647.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

648.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[kobus's solution](#)

649.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

650.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

651.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kobus's solution](#)

652.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

653.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

654.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

655.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

656.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

657.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

658.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

659.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

660.

103119L

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

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

661.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

662.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

663.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

664.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

665.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

666.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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667.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

668.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

669.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

670.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

671.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

672.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

673.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · Python 3 (first AC) · Tags: —

[kobus's solution](#)

674.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

675.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

676.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

677.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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678.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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679.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

680.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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681.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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682.

103202E

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Rating: — · first AC: 2021-09-18 · last AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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683.

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684.

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685.

103202K

[Scholomance Academy](#) · [Tutorial](#)

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686.

103202F

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[kobus's solution](#)

687.

103202I

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688.

103202G

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689.

102569C

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690.

102569D

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691.

102569G

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692.

102569L

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693.

102569B

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694.

102569J

[The Battle of Mages](#) · [Tutorial](#)

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695.

102569K

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696.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

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697.

102569A

[Array's Hash](#) · [Tutorial](#)

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698.

102569H

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Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

699.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

700.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

701.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

702.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

703.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

704.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

705.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

706.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

707.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

708.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

709.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

710.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

711.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

712.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

713.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

714.

101630A

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

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

715.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

716.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

717.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

718.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

719.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

720.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

721.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

722.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

723.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —
[kobus's solution](#)

724.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

725.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

726.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —
[kobus's solution](#)

727.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

728.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

729.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

730.

102433C

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

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

731.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

732.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

733.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

734.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

735.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

736.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

737.

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

738.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

739.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

740.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

741.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

742.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

743.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

744.

101174K

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

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

745.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

746.

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

747.

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[kobus's solution](#)

748.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

749.

100783D

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Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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872.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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873.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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874.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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875.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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876.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

877.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

878.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

879.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · Python 3 (first AC) · Tags: —
[kobus's solution](#)

880.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

881.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

882.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

883.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

884.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

885.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

886.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

887.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

888.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

889.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

890.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

891.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

892.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

893.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

894.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

895.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

896.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

897.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

898.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

899.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

900.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

901.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

902.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

903.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

904.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · Python 3 (first AC) · Tags: —

[kobus's solution](#)

905.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

906.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

907.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

908.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

909.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

910.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

911.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

912.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

913.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · last AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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914.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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915.

102465K

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Rating: — · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kobus's solution](#)

916.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

917.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

918.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

919.

101557F

[Gokigen Naname](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

920.

101557G

[Flight Planningc](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

921.

101557D

[Rain Fall](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

922.

101557E

[Speedy Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

923.

101557C

[Allergy Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

924.

101557I

[Playfair Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

925.

101557B

[Money Matters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

926.

101557A

[Soda Surpler](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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927.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

928.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

929.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

930.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

931.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[kobus's solution](#)

932.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

933.

102307A

[Amazon](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

934.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

935.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

936.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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937.

102307C

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

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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938.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

939.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

940.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

941.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

942.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

943.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

944.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

945.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

946.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[kobus's solution](#)

947.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[kobus's solution](#)

948.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

949.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · last AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

950.

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

951.

100109E

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

952.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

953.

100109L

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

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

954.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

955.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

956.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

957.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

958.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

959.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

960.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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961.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

962.

102215B

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

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

963.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

964.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

965.

102134F

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

966.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

967.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · last AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

968.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

969.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

970.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

971.

101564D

[Fake scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

972.

101404F

[Risk](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

973.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

974.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

975.

101992C

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

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

976.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

977.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

978.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

979.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

980.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

981.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

982.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

983.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · Python 2 (first AC) · Tags: —

[kobus's solution](#)

984.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

985.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

986.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

987.

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

988.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

989.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

990.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

991.

101810B

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

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

992.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

993.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

994.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

995.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

996.

101401D

[Roads \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

997.

101401B

[Smiley Faces \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

998.

101401G

[Balloons \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

999.

101401J

[Jackaroo](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1000.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1001.

101401H

[Data Structures Exam \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1002.

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1003.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1004.

101669F

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

Rating: — · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1005.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1006.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1007.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1008.

100589K

[Police Catching Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1009.

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1010.

100589J

[Three Sorted Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1011.

100589H

[Count Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1012.

100589G

[Count Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1013.

100589I

[Laughing Out Loud](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1014.

100589B

[Count Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1015.

100589C

[Find P'th Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1016.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1017.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1018.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1019.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1020.

101055H

[Zé Coquinho, the sculptor](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1021.

101055D

[Cairo Market](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1022.

101055B

[Pharaoh's Bank](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1023.

101055A

[Anubis' Cannonballs](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kobus's solution](#)

1024.

101055F

[Alexandria's Oracle](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1025.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1026.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1027.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1028.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1029.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1030.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1031.

101807C

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

Rating: — · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1032.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1033.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1034.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1035.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1036.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1037.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1038.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1039.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1040.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1041.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1042.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1043.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1044.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1045.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1046.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1047.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1048.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1049.

101597D

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

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1050.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1051.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1052.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1053.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kobus's solution](#)

1054.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1055.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1056.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1057.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1058.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1059.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1060.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1061.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1062.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1063.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1064.

101604A

[Almost Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1065.

101604C

[Wet Shark and Digit Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1066.

101604B

[Wet Shark and Coordinate Plane Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1067.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1068.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1069.

101484J

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

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1070.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1071.

101473H

[Buses](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1072.

101473G

[Lines of Containers](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1073.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1074.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1075.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1076.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1077.

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1078.

101375H

[MaratonIME gets candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[kobus's solution](#)

1079.

101375K

[MaratonIME bot](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1080.

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1081.

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1082.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1083.

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1084.

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1085.

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1086.

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1087.

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1088.

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1089.

100989H

[Queue \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1090.

100989F

[Mission in Amman \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kobus's solution](#)

1091.

100985M

[MaratonIME returns home](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1092.

100985H

[MaratonIME goes to the movies](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1093.

100985B

[MaratonIME plays Cîrokime](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1094.

100985E

[MaratonIME rides the university bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1095.

100985L

[MaratonIME goes karting](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1096.

100985C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1097.

100985K

[MaratonIME goes to the karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1098.

100985J

[MaratonIME goes to the japanese restaurant \(again\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1099.

100985G

[MaratonIME goes rowing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: —

[kobus's solution](#)

1100.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1101.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1102.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1103.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1104.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1105.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1106.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1107.

100247H

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

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1108.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1109.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)

1110.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[kobus's solution](#)