

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — kokokostya

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

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

Filters: [none](#)

Count: 863

1.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)  
[kokokostya's solution](#)

2.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#)  
[kokokostya's solution](#)

3.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)  
[kokokostya's solution](#)

4.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)  
[kokokostya's solution](#)

5.

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](#)  
[kokokostya's solution](#)

6.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#)  
[kokokostya's solution](#)

7.

780A

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

Quality: 22,784 global accepts · Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)  
[kokokostya's solution](#)

8.

769A

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

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

9.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [graphs](#), [math](#), [number theory](#)  
[kokokostya's solution](#)

**10.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[kokokostya's solution](#)

**11.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,583 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[kokokostya's solution](#)

**12.**

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[kokokostya's solution](#)

**13.**

630A

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

Quality: 93,506 global accepts · Rating: 800 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: number theory

[kokokostya's solution](#)

**14.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-08 · MS C++ (first AC) · Tags: implementation

[kokokostya's solution](#)

**15.**

599A

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

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

[kokokostya's solution](#)

**16.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[kokokostya's solution](#)

**17.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[kokokostya's solution](#)

**18.**

847G

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

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kokokostya's solution](#)

**19.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kokokostya's solution](#)

**20.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kokokostya's solution](#)

- 21.**  
768A  
[Oath of the Night's Watch](#) · [Tutorial](#)  
Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[kokokostya's solution](#)
- 22.**  
765A  
[Neverending competitions](#) · [Tutorial](#)  
Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[kokokostya's solution](#)
- 23.**  
729A  
[Interview with Oleg](#) · [Tutorial](#)  
Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings  
[kokokostya's solution](#)
- 24.**  
706A  
[Beru-taxi](#) · [Tutorial](#)  
Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation  
[kokokostya's solution](#)
- 25.**  
670A  
[Holidays](#) · [Tutorial](#)  
Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[kokokostya's solution](#)
- 26.**  
631A  
[Interview](#) · [Tutorial](#)  
Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation  
[kokokostya's solution](#)
- 27.**  
622B  
[The Time](#) · [Tutorial](#)  
Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation  
[kokokostya's solution](#)
- 28.**  
1090M  
[The Pleasant Walk](#) · [Tutorial](#)  
Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kokokostya's solution](#)
- 29.**  
847M  
[Weather Tomorrow](#) · [Tutorial](#)  
Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[kokokostya's solution](#)
- 30.**  
804A  
[Find Amir](#) · [Tutorial](#)  
Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[kokokostya's solution](#)
- 31.**  
757A  
[Gotta Catch Em' All!](#) · [Tutorial](#)  
Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kokokostya's solution](#)

**32.**

670B

[Game of Robots](#) · [Tutorial](#)

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

**33.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[kokokostya's solution](#)

**34.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math  
[kokokostya's solution](#)

**35.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation  
[kokokostya's solution](#)

**36.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math  
[kokokostya's solution](#)

**37.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: brute force, implementation  
[kokokostya's solution](#)

**38.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math  
[kokokostya's solution](#)

**39.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation  
[kokokostya's solution](#)

**40.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[kokokostya's solution](#)

**41.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[kokokostya's solution](#)

**42.**

1119A

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

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

**43.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kokokostya's solution](#)

**44.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
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**45.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[kokokostya's solution](#)

**46.**

706B

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

Quality: 84,438 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation  
[kokokostya's solution](#)

**47.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math  
[kokokostya's solution](#)

**48.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory  
[kokokostya's solution](#)

**49.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math  
[kokokostya's solution](#)

**50.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math  
[kokokostya's solution](#)

**51.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · MS C++ (first AC) · Tags: greedy, implementation  
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**52.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · MS C++ (first AC) · Tags: geometry, implementation  
[kokokostya's solution](#)

**53.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[kokokostya's solution](#)

**54.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings  
[kokokostya's solution](#)

**55.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation  
[kokokostya's solution](#)

**56.**

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  
[kokokostya's solution](#)

**57.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[kokokostya's solution](#)

**58.**

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: \*special, constructive algorithms, greedy  
[kokokostya's solution](#)

**59.**

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, two pointers  
[kokokostya's solution](#)

**60.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[kokokostya's solution](#)

**61.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[kokokostya's solution](#)

**62.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, implementation  
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**63.**

659C

[Tanya and Toys](#) · [Tutorial](#)

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**64.**

639A

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

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**65.**

637B

[Chat Order](#) · [Tutorial](#)

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

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**66.**

631B

[Print Check](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**67.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**68.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: games, math

[kokokostya's solution](#)

**69.**

630B

[Moore's Law](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**70.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[kokokostya's solution](#)

**71.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kokokostya's solution](#)

**72.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[kokokostya's solution](#)

**73.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kokokostya's solution](#)

**74.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kokokostya's solution](#)

**75.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kokokostya's solution](#)

**76.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

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**77.**

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-08-29 · last AC: 2017-08-29 · MS C++ (first AC) · Tags: brute force, math

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**78.**

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

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**79.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[kokokostya's solution](#)

**80.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[kokokostya's solution](#)

**81.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[kokokostya's solution](#)

**82.**

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[kokokostya's solution](#)

**83.**

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[kokokostya's solution](#)

**84.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[kokokostya's solution](#)

**85.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

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86.

630F

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

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

[kokokostya's solution](#)

87.

626B

[Cards](#) · [Tutorial](#)

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

[kokokostya's solution](#)

88.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[kokokostya's solution](#)

89.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp

[kokokostya's solution](#)

90.

804B

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

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

[kokokostya's solution](#)

91.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[kokokostya's solution](#)

92.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[kokokostya's solution](#)

93.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[kokokostya's solution](#)

94.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[kokokostya's solution](#)

95.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[kokokostya's solution](#)

96.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[kokokostya's solution](#)

**97.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force

[kokokostya's solution](#)

**98.**

637C

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

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

[kokokostya's solution](#)

**99.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[kokokostya's solution](#)

**100.**

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[kokokostya's solution](#)

**101.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: combinatorics, math

[kokokostya's solution](#)

**102.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: binary search, greedy

[kokokostya's solution](#)

**103.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[kokokostya's solution](#)

**104.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[kokokostya's solution](#)

**105.**

1119C

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

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

[kokokostya's solution](#)

**106.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kokokostya's solution](#)

**107.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[kokokostya's solution](#)

**108.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[kokokostya's solution](#)

**109.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[kokokostya's solution](#)

**110.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[kokokostya's solution](#)

**111.**

847A

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

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kokokostya's solution](#)

**112.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[kokokostya's solution](#)

**113.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[kokokostya's solution](#)

**114.**

795D

[Lie or Truth](#) · [Tutorial](#)

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

**115.**

771A

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

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

**116.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[kokokostya's solution](#)

**117.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation  
[kokokostya's solution](#)

**118.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation  
[kokokostya's solution](#)

**119.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math  
[kokokostya's solution](#)

**120.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: math, number theory  
[kokokostya's solution](#)

**121.**

599B

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

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · MS C++ (first AC) · Tags: implementation  
[kokokostya's solution](#)

**122.**

951A

[Plasticine zebra](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**123.**

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[kokokostya's solution](#)

**124.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[kokokostya's solution](#)

**125.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[kokokostya's solution](#)

**126.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings  
[kokokostya's solution](#)

**127.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[kokokostya's solution](#)

**128.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[kokokostya's solution](#)

**129.**

524A

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

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kokokostya's solution](#)

**130.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kokokostya's solution](#)

**131.**

847B

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

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[kokokostya's solution](#)

**132.**

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[kokokostya's solution](#)

**133.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[kokokostya's solution](#)

**134.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**135.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[kokokostya's solution](#)

**136.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[kokokostya's solution](#)

**137.**

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · D (first AC) · Tags: \*special, implementation, strings

[kokokostya's solution](#)

**138.**

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[kokokostya's solution](#)

**139.**

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[kokokostya's solution](#)

**140.**

763A

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

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

[kokokostya's solution](#)

**141.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[kokokostya's solution](#)

**142.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[kokokostya's solution](#)

**143.**

705C

[Thor](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**144.**

678B

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

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

[kokokostya's solution](#)

**145.**

643B

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

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

[kokokostya's solution](#)

**146.**

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: implementation

[kokokostya's solution](#)

**147.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[kokokostya's solution](#)

**148.**

639B

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

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

[kokokostya's solution](#)

**149.**

637D

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

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

[kokokostya's solution](#)

**150.**

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math  
[kokokostya's solution](#)

**151.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: brute force, greedy, math, number theory  
[kokokostya's solution](#)

**152.**

604C

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

Rating: 1600 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, math  
[kokokostya's solution](#)

**153.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings  
[kokokostya's solution](#)

**154.**

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[kokokostya's solution](#)

**155.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[kokokostya's solution](#)

**156.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive  
[kokokostya's solution](#)

**157.**

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings  
[kokokostya's solution](#)

**158.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[kokokostya's solution](#)

**159.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[kokokostya's solution](#)

**160.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math  
[kokokostya's solution](#)

**161.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation, math  
[kokokostya's solution](#)

**162.**

524B

[BD>D\\$> CÔO CôOCÄOD\\$! 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[kokokostya's solution](#)

**163.**

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[kokokostya's solution](#)

**164.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings  
[kokokostya's solution](#)

**165.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[kokokostya's solution](#)

**166.**

773A

[Success Rate](#) · [Tutorial](#)

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

**167.**

769C

[Cycle In Maze](#) · [Tutorial](#)

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

**168.**

769D

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

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

**169.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math  
[kokokostya's solution](#)

**170.**

759A

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

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[kokokostya's solution](#)

**171.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[kokokostya's solution](#)

**172.**

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[kokokostya's solution](#)

**173.**

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[kokokostya's solution](#)

**174.**

685A

[Robbers' watch](#) · [Tutorial](#)

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

**175.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory  
[kokokostya's solution](#)

**176.**

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings  
[kokokostya's solution](#)

**177.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings  
[kokokostya's solution](#)

**178.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings  
[kokokostya's solution](#)

**179.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math  
[kokokostya's solution](#)

**180.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math  
[kokokostya's solution](#)

**181.**

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · MS C++ (first AC) · Tags: data structures, implementation  
[kokokostya's solution](#)

**182.**

596C

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

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

[kokokostya's solution](#)

**183.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[kokokostya's solution](#)

**184.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[kokokostya's solution](#)

**185.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**186.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[kokokostya's solution](#)

**187.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**188.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[kokokostya's solution](#)

**189.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[kokokostya's solution](#)

**190.**

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[kokokostya's solution](#)

**191.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[kokokostya's solution](#)

**192.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**193.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[kokokostya's solution](#)

**194.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[kokokostya's solution](#)

**195.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[kokokostya's solution](#)

**196.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[kokokostya's solution](#)

**197.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[kokokostya's solution](#)

**198.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**199.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[kokokostya's solution](#)

**200.**

687B

[Remainders Game](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**201.**

641C

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

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

[kokokostya's solution](#)

**202.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[kokokostya's solution](#)

**203.**

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: geometry, math

[kokokostya's solution](#)

**204.**

626D

[Jerry's Protest](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**205.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kokokostya's solution](#)

**206.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**207.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[kokokostya's solution](#)

**208.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[kokokostya's solution](#)

**209.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[kokokostya's solution](#)

**210.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[kokokostya's solution](#)

**211.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**212.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[kokokostya's solution](#)

**213.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings, trees

[kokokostya's solution](#)

**214.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graphs, implementation  
[kokokostya's solution](#)

**215.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[kokokostya's solution](#)

**216.**

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[kokokostya's solution](#)

**217.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math  
[kokokostya's solution](#)

**218.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers  
[kokokostya's solution](#)

**219.**

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings  
[kokokostya's solution](#)

**220.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[kokokostya's solution](#)

**221.**

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings  
[kokokostya's solution](#)

**222.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: math  
[kokokostya's solution](#)

**223.**

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms  
[kokokostya's solution](#)

**224.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[kokokostya's solution](#)

**225.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[kokokostya's solution](#)

**226.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kokokostya's solution](#)

**227.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**228.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kokokostya's solution](#)

**229.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[kokokostya's solution](#)

**230.**

773B

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

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kokokostya's solution](#)

**231.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[kokokostya's solution](#)

**232.**

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · PyPy 3 (first AC) · Tags: \*special, dp

[kokokostya's solution](#)

**233.**

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · FPC (first AC) · Tags: \*special, binary search, greedy

[kokokostya's solution](#)

**234.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[kokokostya's solution](#)

**235.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[kokokostya's solution](#)

**236.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[kokokostya's solution](#)

**237.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[kokokostya's solution](#)

**238.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[kokokostya's solution](#)

**239.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kokokostya's solution](#)

**240.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[kokokostya's solution](#)

**241.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[kokokostya's solution](#)

**242.**

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kokokostya's solution](#)

**243.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kokokostya's solution](#)

**244.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[kokokostya's solution](#)

**245.**

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[kokokostya's solution](#)

**246.**

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[kokokostya's solution](#)

**247.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar  
[kokokostya's solution](#)

**248.**

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, sortings, two pointers  
[kokokostya's solution](#)

**249.**

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Mono C# (first AC) · Tags: \*special, brute force, ternary search  
[kokokostya's solution](#)

**250.**

771C

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

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

**251.**

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[kokokostya's solution](#)

**252.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[kokokostya's solution](#)

**253.**

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry  
[kokokostya's solution](#)

**254.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers  
[kokokostya's solution](#)

**255.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees  
[kokokostya's solution](#)

**256.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[kokokostya's solution](#)

**257.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kokokostya's solution](#)

**258.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[kokokostya's solution](#)

**259.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kokokostya's solution](#)

**260.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[kokokostya's solution](#)

**261.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kokokostya's solution](#)

**262.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kokokostya's solution](#)

**263.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[kokokostya's solution](#)

**264.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[kokokostya's solution](#)

**265.**

804C

[Ice cream coloring](#) · [Tutorial](#)

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

[kokokostya's solution](#)

**266.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[kokokostya's solution](#)

**267.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[kokokostya's solution](#)

**268.**

639C

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

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

[kokokostya's solution](#)

**269.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[kokokostya's solution](#)

**270.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[kokokostya's solution](#)

**271.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kokokostya's solution](#)

**272.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[kokokostya's solution](#)

**273.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[kokokostya's solution](#)

**274.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[kokokostya's solution](#)

**275.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[kokokostya's solution](#)

**276.**

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[kokokostya's solution](#)

**277.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[kokokostya's solution](#)

**278.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[kokokostya's solution](#)

**279.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[kokokostya's solution](#)

**280.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[kokokostya's solution](#)

**281.**

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[kokokostya's solution](#)

**282.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kokokostya's solution](#)

**283.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[kokokostya's solution](#)

**284.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[kokokostya's solution](#)

**285.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[kokokostya's solution](#)

**286.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[kokokostya's solution](#)

**287.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[kokokostya's solution](#)

**288.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[kokokostya's solution](#)

**289.**

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[kokokostya's solution](#)

**290.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[kokokostya's solution](#)

**291.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[kokokostya's solution](#)

**292.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kokokostya's solution](#)

**293.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[kokokostya's solution](#)

**294.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[kokokostya's solution](#)

**295.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[kokokostya's solution](#)

**296.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**297.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[kokokostya's solution](#)

**298.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[kokokostya's solution](#)

**299.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[kokokostya's solution](#)

**300.**

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[kokokostya's solution](#)

**301.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**302.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[kokokostya's solution](#)

**303.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kokokostya's solution](#)

**304.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kokokostya's solution](#)

**305.**

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[kokokostya's solution](#)

**306.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[kokokostya's solution](#)

**307.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[kokokostya's solution](#)

**308.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[kokokostya's solution](#)

**309.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[kokokostya's solution](#)

**310.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kokokostya's solution](#)

**311.**

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**312.**

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**313.**

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**314.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**315.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**316.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**317.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**318.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**319.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**320.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**321.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**322.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**323.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**324.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**325.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**326.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**327.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**328.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**329.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**330.**

104668F

[Incredible Hull](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**331.**

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**332.**

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**333.**

104668L

[Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**334.**

104668D

[Reservoir Dog](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**335.**

104668B

[The Bridge on the River Kawaii](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**336.**

104668C

[Clockwork J|lange](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**337.**

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**338.**

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**339.**

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**340.**

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**341.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**342.**

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**343.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**344.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**345.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**346.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**347.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**348.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**349.**

104059C

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

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**350.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**351.**

104059A

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

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**352.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**353.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**354.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**355.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**356.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**357.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**358.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**359.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**360.**

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**361.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**362.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**363.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**364.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**365.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**366.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**367.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**368.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**369.**

104128I

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**370.**

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**371.**

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**372.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**373.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**374.**

104118E

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

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**375.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**376.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**377.**

104118G

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**378.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**379.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**380.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**381.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**382.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**383.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**384.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**385.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**386.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**387.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**388.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**389.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**390.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**391.**

104417M

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

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**392.**

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**393.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**394.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**395.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**396.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**397.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**398.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**399.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**400.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**401.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**402.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**403.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**404.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**405.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**406.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**407.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · Tutorial

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**408.**

104427F

[Beautiful Sequence](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**409.**

104427E

[Treasure Box](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**410.**

104427D

[Lonely King](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**411.**

104427I

[Visiting Friend](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**412.**

104427B

[Lawyers](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**413.**

104427J

[Cooperation Game](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**414.**

104427G

[Make Everything White](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**415.**

104427A

[Reversing](#) · Tutorial

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**416.**

104337B

[Mode](#) · Tutorial

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**417.**

104337E

[Inverse Counting Path](#) · Tutorial

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**418.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**419.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**420.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**421.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**422.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**423.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**424.**

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**425.**

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**426.**

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**427.**

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**428.**

104345H

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

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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**429.**

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**430.**

104234D

[Triterminant](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**431.**

104234I

[DAG Generation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**432.**

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**433.**

104234K

[Determinant, or...?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**434.**

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**435.**

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**436.**

104234G

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

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**437.**

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**438.**

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**439.**

104207D

[Mr. Panda and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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**440.**

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**441.**

104207J

[Subway Chasing](#) · [Tutorial](#)

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**442.**

104207I

[Inkopolis](#) · [Tutorial](#)

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**443.**

104207K

[Knightmare](#) · [Tutorial](#)

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**444.**

104207C

[Rich Game](#) · [Tutorial](#)

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**445.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

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**446.**

104207A

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**447.**

104207E

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**448.**

104196C

[Ball of Whacks](#) · [Tutorial](#)

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**449.**

104196D

[Downsizing](#) · [Tutorial](#)

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**450.**

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**451.**

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**452.**

104196K

[Stable Table](#) · [Tutorial](#)

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**453.**

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**454.**

104196I

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Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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**455.**

104196L

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**456.**

104196G

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**457.**

104196E

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**458.**

104196B

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Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**459.**

104196A

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Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**460.**

104197C

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**461.**

104197J

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**462.**

104197D

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**463.**

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**466.**

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**467.**

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**468.**

104197E

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**469.**

104172C

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**470.**

104172E

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**471.**

104172F

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**472.**

104172L

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**473.**

104172B

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**474.**

104172K

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**475.**

104172H

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**476.**

104172A

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**477.**

104077D

[Contests](#) · [Tutorial](#)

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**478.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**479.**

104077B

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**480.**

104077G

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**481.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**482.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**483.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**484.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**485.**

104077J

[Strange Sum](#) · [Tutorial](#)

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**486.**

101208J

[Pollution Solution](#) · [Tutorial](#)

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**487.**

101208K

[Up a Tree](#) · [Tutorial](#)

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**488.**

101208H

[Matryoshka](#) · [Tutorial](#)

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**489.**

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

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**490.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**491.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**492.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · Python 3 (first AC) · Tags: —

[kokokostya's solution](#)

**493.**

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**494.**

101208F

[Low Power](#) · [Tutorial](#)

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**495.**

102511I

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**496.**

102511B

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**497.**

102511G

[First of Her Name](#) · [Tutorial](#)

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**498.**

102511J

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**499.**

102511D

[Circular DNA](#) · [Tutorial](#)

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**500.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

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**501.**

102511E

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**502.**

102511A

[Azulejos](#) · [Tutorial](#)

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[kokokostya's solution](#)

**503.**

103931B

[Bracket Query](#) · [Tutorial](#)

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**504.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

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**505.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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**506.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

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**507.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**508.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**509.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**510.**

103931H

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

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[kokokostya's solution](#)

**511.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**512.**

103931E

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**513.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**514.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

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**515.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**516.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**517.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**518.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**519.**

102482K

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**520.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

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**521.**

101471D

[Money for Nothing](#) · [Tutorial](#)

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[kokokostya's solution](#)

**522.**

101471A

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

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**523.**

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**524.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**525.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**526.**

101471F

[Posterize](#) · [Tutorial](#)

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**527.**

101471I

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**528.**

101471E

[Need for Speed](#) · [Tutorial](#)

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**529.**

103860C

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**530.**

103860J

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Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**531.**

103860K

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**532.**

103860L

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**533.**

103860G

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[kokokostya's solution](#)

**534.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**535.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**536.**

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**537.**

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**538.**

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**539.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**540.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**541.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**542.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**543.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**544.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**545.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**546.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**547.**

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**548.**

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**549.**

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**550.**

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**551.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**552.**

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**553.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**554.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**555.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**556.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**557.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**558.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**559.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**560.**

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**561.**

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**562.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**563.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**564.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**565.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**566.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**567.**

103640H

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

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**568.**

103640K

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

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**569.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**570.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**571.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**572.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**573.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**574.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**575.**

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**576.**

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**577.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**578.**

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**579.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**580.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**581.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**582.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**583.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Quality: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**584.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[kokokostya's solution](#)

**585.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[kokokostya's solution](#)

**586.**

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[kokokostya's solution](#)

**587.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[kokokostya's solution](#)

**588.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[kokokostya's solution](#)

**589.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[kokokostya's solution](#)

**590.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[kokokostya's solution](#)

**591.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[kokokostya's solution](#)

**592.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[kokokostya's solution](#)

**593.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kokokostya's solution](#)

**594.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[kokokostya's solution](#)

**595.**

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**596.**

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**597.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**598.**

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**599.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**600.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**601.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**602.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**603.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**604.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kokokostya's solution](#)

**605.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**606.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**607.**

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**608.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**609.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**610.**

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**611.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**612.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**613.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**614.**

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**615.**

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**616.**

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**617.**

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**618.**

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**619.**

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**620.**

102835D

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

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

**621.**

102835G

[Graph Cards](#) · [Tutorial](#)

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

**622.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**623.**

102835K

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

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

**624.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**625.**

102835I

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

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**626.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**627.**

102835H

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

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**628.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**629.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**630.**

102835A

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

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**631.**

102900K

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

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**632.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**633.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**634.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**635.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**636.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**637.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**638.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**639.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**640.**

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**641.**

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**642.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**643.**

102832D

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

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**644.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**645.**

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**646.**

102823K

[The Coin](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**647.**

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**648.**

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**649.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**650.**

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**651.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**652.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**653.**

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**654.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**655.**

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**656.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**657.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**658.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**659.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[kokokostya's solution](#)

**660.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**661.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**662.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**663.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**664.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**665.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**666.**

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**667.**

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**668.**

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**669.**

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**670.**

102253L

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

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**671.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**672.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**673.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**674.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**675.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**676.**

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**677.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**678.**

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**679.**

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**680.**

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**681.**

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**682.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**683.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**684.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**685.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**686.**

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**687.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**688.**

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**689.**

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**690.**

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**691.**

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**692.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**693.**

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**694.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**695.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**696.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**697.**

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**698.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kokokostya's solution](#)

**699.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**700.**

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**701.**

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**702.**

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**703.**

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**704.**

102538F

[Farm of Monsters](#) · Tutorial

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**705.**

102538I

[Ignore Submasks](#) · Tutorial

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**706.**

1275F

[B,DD4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, interactive

[kokokostya's solution](#)

**707.**

1275C

[#define At0CD00D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[kokokostya's solution](#)

**708.**

1275B

[Code Review](#) · Tutorial

Quality: 844 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[kokokostya's solution](#)

**709.**

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[kokokostya's solution](#)

**710.**

102192D

[Parentheses Matrix](#) · Tutorial

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**711.**

102192A

[Character Encoding](#) · Tutorial

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**712.**

102192J

[Taotao Picks Apples](#) · Tutorial

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**713.**

102192E

[Magic Square](#) · Tutorial

Rating: — · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**714.**

102055K

[Mr. Panda and Kakin](#) · Tutorial

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**715.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**716.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**717.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**718.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**719.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**720.**

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**721.**

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**722.**

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**723.**

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**724.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**725.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**726.**

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**727.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**728.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**729.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**730.**

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · last AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**731.**

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**732.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**733.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**734.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**735.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**736.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**737.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**738.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**739.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**740.**

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**741.**

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**742.**

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**743.**

100917I

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

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**744.**

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**745.**

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**746.**

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**747.**

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kokokostya's solution](#)

**748.**

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**749.**

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**750.**

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**751.**

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**752.**

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**753.**

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**754.**

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**755.**

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**756.**

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**757.**

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**758.**

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kokokostya's solution](#)

**759.**

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**760.**

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**761.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**762.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**763.**

100553K

[Knockout Racing](#) · [Tutorial](#)

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**764.**

100307K

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Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**765.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**766.**

100307J

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**767.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**768.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**769.**

100851J

[Jump](#) · [Tutorial](#)

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

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**770.**

100851K

[King's Inspection](#) · [Tutorial](#)

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

**771.**

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**772.**

100851F

[Froggy Ford](#) · [Tutorial](#)

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

**773.**

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**774.**

100851G

[Generators](#) · [Tutorial](#)

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

**775.**

100851E

[Easy Problemset](#) · [Tutorial](#)

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

**776.**

100851A

[Adjustment Office](#) · [Tutorial](#)

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

**777.**

100610C

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Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**778.**

100610I

[Ideal Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**779.**

100610F

[Frames](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**780.**

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kokokostya's solution](#)

**781.**

100610J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**782.**

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**783.**

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**784.**

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**785.**

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**786.**

100549C

[A\\$5D75D BC\\$5CÔ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2016-12-04 · PyPy 3 (first AC) · Tags: —  
[kokokostya's solution](#)

**787.**

100549B

[A7CÔD\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**788.**

100549E

[A4806D\\$5Ct0 Cä1 Cä1Cä1D"5CÔ=Cä< Cä>CÔ5](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**789.**

100549I

[Bt5D5C6 0DT8 C" ?D CCDC](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**790.**

100549F

[ATUBDa!](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kokokostya's solution](#)

**791.**

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kokokostya's solution](#)

**792.**

100549G

[A 45C05D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kokokostya's solution](#)

**793.**

100549J

[A 5D18C0:C 7C 1Cä@C](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[kokokostya's solution](#)

**794.**

100817A

[Another Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**795.**

100817J

[Jump!](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**796.**

100817I

[Is It Tetris?](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**797.**

100817H

[Heal](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**798.**

100817F

[Formula 8](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**799.**

100817G

[Grab Your Seat!](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**800.**

100817B

[Bomb Has Been Planted](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**801.**

100817K

[Key Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**802.**

100817C

[CSS Is Awesome](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**803.**

100817E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**804.**

100817L

[Looking for Next String](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**805.**

100529K

[A@C@D\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**806.**

100529F

[AÔT#B! AÔ A](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**807.**

100529J

[A@C@>C @C 7Cä2C =C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**808.**

100529G

[AÄ5D!C,,=](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**809.**

100529B

[B,T0DT=C BD°](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**810.**

100529E

[A,T3D0!](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**811.**

100529D

[ADNÇ@K](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**812.**

100529H

[B-5048D BD 0Dd8Dò =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**813.**

100529A

[ABCD-C#>C@](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**814.**

100799H

[BÔAD\\$0DD5D\\$0](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**815.**

100799E

[AD50i5CÔ8CP](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**816.**

100799C

[B,,0D,?C =Dt8C#8 C, :C,,=CäBCT0D\\$@](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**817.**

100799K

[Aõ@Cä1C#8](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**818.**

100799A

[A BÇäD°](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**819.**

100799B

[AD50ÔL D >Cd4CT=C,,O](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**820.**

100799I

[B TÇöAC =](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**821.**

100799D

[AD>DrBC 2C#0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**822.**

100799J

[A±2077@DK CÔ0 Cö>C4>CÔ0DP](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**823.**

100799G

[B BÇ#D](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**824.**

100799F

[AÄBÖKÇ' >C IC,,9 CD5C`8D\\$5C`L](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**825.**

100266C

[A\\$7C>CÄ HC,,DD 0](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**826.**

100266A

[A 0C0a](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**827.**

100266D

[A B C 5Ct=DÀ](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**828.**

100266F

[A 0C40CD>Dt=Cä5 D4@C 2C05C08CP](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**829.**

100266E

[B 0C40C;CT=C,,5 Cä>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**830.**

100266B

[B B C 2Cä0](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**831.**

100118G

[Aä 0C >D\\$:C AD\\$@Cä:C€](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**832.**

100118I

[A 0C 1a Dò BC,,2](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**833.**

100118E

[A 0C 1a C\\$8C00](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**834.**

100118A

[B 50ä0 <C0>CR >C JD62C`5C08CP](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**835.**

100118D

[A 0C40D,,>C0>Cä C,,;C`8](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**836.**

100118J

[A D 5 0 0 1 1 8 J](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**837.**

100118C

[B 4 5 0 6 ; C T = C , , 5 C Ä > D B C ä 2](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**838.**

100118H

[B 5 0 0 1 1 8 H](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**839.**

100118B

[B 5 0 0 1 1 8 B](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**840.**

100062E

[E · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**841.**

100062I

[I · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**842.**

100062C

[C · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**843.**

100062A

[A · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**844.**

100062D

[D · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**845.**

100062B

[B · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**846.**

100062G

[G · Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**847.**

100850J

[A@QãAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**848.**

100850D

[A@QãAD" <CTGD\\$K](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**849.**

100850E

[A@QãAD\\$0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**850.**

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**851.**

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**852.**

100850I

[A@QãAD\\$5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2016-07-28 · MS C++ (first AC) · Tags: —

[kokokostya's solution](#)

**853.**

100850A

[A 3D>@CÔ>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2016-07-28 · MS C++ (first AC) · Tags: —

[kokokostya's solution](#)

**854.**

100850F

[B@QãAD\\$Cò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2016-07-28 · MS C++ (first AC) · Tags: —

[kokokostya's solution](#)

**855.**

100063J

[J · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**856.**

100063A

[A · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**857.**

100063D

[D · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**858.**

100063C

[C · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**859.**

100063E

[E · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**860.**

100063B

[B · Tutorial](#)

Rating: — · first AC: 2016-07-27 · last AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**861.**

100063G

[G · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**862.**

100063F

[F · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)

**863.**

100063H

[H · Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[kokokostya's solution](#)