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Unique solved — kostka

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

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

Filters: none

Count: 1,158

1.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,797 global accepts · Rating: 800 · first AC: 2014-05-29 · last AC: 2025-12-16 · Python 3 (first AC) · Tags: greedy, math

[kostka's solution](#)

2.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, sortings

[kostka's solution](#)

3.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: implementation

[kostka's solution](#)

4.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: implementation

[kostka's solution](#)

5.

935A

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

Quality: 47,238 global accepts · Rating: 800 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[kostka's solution](#)

6.

785A

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

Quality: 110,977 global accepts · Rating: 800 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[kostka's solution](#)

7.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,126 global accepts · Rating: 800 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: implementation

[kostka's solution](#)

8.

791A

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

Quality: 257,296 global accepts · Rating: 800 · first AC: 2019-02-03 · Kotlin 1.4 (first AC) · Tags: implementation

[kostka's solution](#)

9.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,499 global accepts · Rating: 800 · first AC: 2019-02-03 · Kotlin 1.4 (first AC) · Tags: implementation

[kostka's solution](#)

10.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[kostka's solution](#)

11.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kostka's solution](#)

12.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kostka's solution](#)

13.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kostka's solution](#)

14.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[kostka's solution](#)

15.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kostka's solution](#)

16.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,513 global accepts · Rating: 800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kostka's solution](#)

17.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kostka's solution](#)

18.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kostka's solution](#)

19.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[kostka's solution](#)

20.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[kostka's solution](#)

21.

978A

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

Quality: 30,740 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

22.

977A

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

Quality: 217,539 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

23.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[kostka's solution](#)

24.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[kostka's solution](#)

25.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

26.

908A

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

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

[kostka's solution](#)

27.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation

[kostka's solution](#)

28.

855A

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

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[kostka's solution](#)

29.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

30.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[kostka's solution](#)

31.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,813 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[kostka's solution](#)

32.

821A

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

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kostka's solution](#)

33.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kostka's solution](#)

34.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

35.

755A

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

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

[kostka's solution](#)

36.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[kostka's solution](#)

37.

731A

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

Quality: 53,216 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[kostka's solution](#)

38.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

39.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

40.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[kostka's solution](#)

41.

268A

[Games](#) · [Tutorial](#)

Quality: 104,230 global accepts · Rating: 800 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: brute force

[kostka's solution](#)

42.

61A

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

Quality: 136,230 global accepts · Rating: 800 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

43.

513A

[Game](#) · [Tutorial](#)

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

[kostka's solution](#)

44.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2014-12-15 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

45.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

46.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[kostka's solution](#)

47.

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-16 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

48.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

49.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2014-07-23 · Python 3 (first AC) · Tags: brute force

[kostka's solution](#)

50.

110A

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

Quality: 199,538 global accepts · Rating: 800 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

51.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,108 global accepts · Rating: 800 · first AC: 2014-07-23 · Python 3 (first AC) · Tags: brute force, implementation, strings

[kostka's solution](#)

52.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,431 global accepts · Rating: 800 · first AC: 2014-07-23 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[kostka's solution](#)

53.

281A

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

Quality: 271,054 global accepts · Rating: 800 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: implementation, strings

[kostka's solution](#)

54.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

55.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

56.

440A

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

Quality: 8,935 global accepts · Rating: 800 · first AC: 2014-06-04 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

57.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

58.

112A

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

Quality: 287,316 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation, strings

[kostka's solution](#)

59.

266A

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

Quality: 244,627 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

60.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,549 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: *special, implementation

[kostka's solution](#)

61.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,582 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

62.

231A

[Team](#) · [Tutorial](#)

Quality: 430,365 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: brute force, greedy

[kostka's solution](#)

63.

71A

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

Quality: 503,380 global accepts · Rating: 800 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: strings

[kostka's solution](#)

64.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

65.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[kostka's solution](#)

66.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,387 global accepts · Rating: 800 · first AC: 2014-03-26 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

67.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: implementation, math

[kostka's solution](#)

68.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[kostka's solution](#)

69.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kostka's solution](#)

70.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: brute force

[kostka's solution](#)

71.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2014-05-29 · last AC: 2025-12-16 · Python 3 (first AC) · Tags: greedy, sortings

[kostka's solution](#)

72.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2019-02-04 · Kotlin 1.4 (first AC) · Tags: sortings

[kostka's solution](#)

73.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[kostka's solution](#)

74.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[kostka's solution](#)

75.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kostka's solution](#)

76.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[kostka's solution](#)

77.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kostka's solution](#)

78.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[kostka's solution](#)

79.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

80.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,796 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings

[kostka's solution](#)

81.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

82.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

83.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kostka's solution](#)

84.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[kostka's solution](#)

85.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: implementation, math

[kostka's solution](#)

86.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

87.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

88.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

89.

580A

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

Quality: 104,709 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[kostka's solution](#)

90.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

91.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2015-05-09 · last AC: 2015-05-09 · GNU C++11 (first AC) · Tags: strings

[kostka's solution](#)

92.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

93.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[kostka's solution](#)

94.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

95.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · Python 3 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

96.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

97.

96A

[Football](#) · [Tutorial](#)

Quality: 193,682 global accepts · Rating: 900 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation, strings

[kostka's solution](#)

98.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

99.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

100.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

101.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

102.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2014-01-01 · Python 3 (first AC) · Tags: implementation, math

[kostka's solution](#)

103.

1346A

[Color Revolution](#) · [Tutorial](#)

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

[kostka's solution](#)

104.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

105.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[kostka's solution](#)

106.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kostka's solution](#)

107.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[kostka's solution](#)

108.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[kostka's solution](#)

109.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two

pointers

[kostka's solution](#)

110.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

111.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[kostka's solution](#)

112.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kostka's solution](#)

113.

816A

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

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-23 · Python 3 (first AC) · Tags: brute force, implementation

[kostka's solution](#)

114.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

115.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,860 global accepts · Rating: 1000 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

116.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

117.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[kostka's solution](#)

118.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

119.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: implementation, number theory

[kostka's solution](#)

120.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

121.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

122.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[kostka's solution](#)

123.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · Python 3 (first AC) · Tags: implementation

[kostka's solution](#)

124.

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: brute force, implementation

[kostka's solution](#)

125.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,820 global accepts · Rating: 1000 · first AC: 2014-08-16 · Python 3 (first AC) · Tags: brute force, number theory

[kostka's solution](#)

126.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[kostka's solution](#)

127.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

128.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-19 · Python 3 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

129.

450A

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

Quality: 44,429 global accepts · Rating: 1000 · first AC: 2014-07-19 · last AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

130.

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

131.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation, strings

[kostka's solution](#)

132.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation, strings

[kostka's solution](#)

133.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

134.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

135.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

136.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[kostka's solution](#)

137.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kostka's solution](#)

138.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kostka's solution](#)

139.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · Python 3 (first AC) · Tags: greedy

[kostka's solution](#)

140.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[kostka's solution](#)

141.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

142.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

143.

946B

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

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

[kostka's solution](#)

144.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[kostka's solution](#)

145.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kostka's solution](#)

146.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: greedy, implementation, strings

[kostka's solution](#)

147.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[kostka's solution](#)

148.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · Python 3 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[kostka's solution](#)

149.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[kostka's solution](#)

150.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[kostka's solution](#)

151.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

152.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[kostka's solution](#)

153.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

154.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[kostka's solution](#)

155.

557A

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

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

[kostka's solution](#)

156.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[kostka's solution](#)

157.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[kostka's solution](#)

158.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: implementation

[kostka's solution](#)

159.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[kostka's solution](#)

160.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation

[kostka's solution](#)

161.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: implementation, math

[kostka's solution](#)

162.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-03-26 · Python 3 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

163.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[kostka's solution](#)

164.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: greedy, math

[kostka's solution](#)

165.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-03-03 · GNU C++ (first AC) · Tags: greedy, implementation

[kostka's solution](#)

166.

362B

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

Quality: 14,733 global accepts · Rating: 1100 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation, sortings

[kostka's solution](#)

167.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kostka's solution](#)

168.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[kostka's solution](#)

169.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

170.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[kostka's solution](#)

171.

1017B

[The Bits](#) · [Tutorial](#)

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

[kostka's solution](#)

172.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[kostka's solution](#)

173.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

174.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kostka's solution](#)

175.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

176.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[kostka's solution](#)

177.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[kostka's solution](#)

178.

960A

[Check the string](#) · [Tutorial](#)

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

[kostka's solution](#)

179.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

180.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[kostka's solution](#)

181.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[kostka's solution](#)

182.

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

[kostka's solution](#)

183.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[kostka's solution](#)

184.

708A

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

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

[kostka's solution](#)

185.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2016-07-31 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

186.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: data structures, math

[kostka's solution](#)

187.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

188.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

189.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

190.

492B

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

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2014-12-15 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[kostka's solution](#)

191.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[kostka's solution](#)

192.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

193.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++0x (first AC) · Tags: brute force, implementation

[kostka's solution](#)

194.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[kostka's solution](#)

195.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: brute force, implementation

[kostka's solution](#)

196.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-16 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

197.

459A

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

Quality: 36,409 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

198.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · Python 3 (first AC) · Tags: implementation, sortings

[kostka's solution](#)

199.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · Python 3 (first AC) · Tags: brute force, implementation

[kostka's solution](#)

200.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

201.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[kostka's solution](#)

202.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: greedy, two pointers

[kostka's solution](#)

203.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kostka's solution](#)

204.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[kostka's solution](#)

205.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[kostka's solution](#)

206.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[kostka's solution](#)

207.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kostka's solution](#)

208.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kostka's solution](#)

209.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[kostka's solution](#)

210.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kostka's solution](#)

211.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[kostka's solution](#)

212.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

213.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[kostka's solution](#)

214.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[kostka's solution](#)

215.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

216.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[kostka's solution](#)

217.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

218.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number

theory

[kostka's solution](#)

219.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,181 global accepts · Rating: 1300 · first AC: 2017-12-28 · last AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[kostka's solution](#)

220.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · Python 3 (first AC) · Tags: math, number theory

[kostka's solution](#)

221.

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

[kostka's solution](#)

222.

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[kostka's solution](#)

223.

755C

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

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

[kostka's solution](#)

224.

750B

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

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

[kostka's solution](#)

225.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kostka's solution](#)

226.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[kostka's solution](#)

227.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

228.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

229.

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
[kostka's solution](#)

230.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[kostka's solution](#)

231.

611B

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

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

232.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[kostka's solution](#)

233.

567B

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

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

234.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[kostka's solution](#)

235.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · Python 3 (first AC) · Tags: implementation
[kostka's solution](#)

236.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: implementation, sortings
[kostka's solution](#)

237.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —
[kostka's solution](#)

238.

462B

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

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy
[kostka's solution](#)

239.

459B

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

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[kostka's solution](#)

240.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

241.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: implementation, sortings

[kostka's solution](#)

242.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation, math

[kostka's solution](#)

243.

437A

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

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

244.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[kostka's solution](#)

245.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation, sortings

[kostka's solution](#)

246.

1346B

[Boot Camp](#) · [Tutorial](#)

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

[kostka's solution](#)

247.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kostka's solution](#)

248.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kostka's solution](#)

249.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[kostka's solution](#)

250.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[kostka's solution](#)

251.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[kostka's solution](#)

252.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[kostka's solution](#)

253.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[kostka's solution](#)

254.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[kostka's solution](#)

255.

866A

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

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

[kostka's solution](#)

256.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[kostka's solution](#)

257.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,402 global accepts · Rating: 1400 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[kostka's solution](#)

258.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation, math

[kostka's solution](#)

259.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

260.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: dp

[kostka's solution](#)

261.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-18 · Python 3 (first AC) · Tags: brute force, implementation, math, strings
[kostka's solution](#)

262.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[kostka's solution](#)

263.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation
[kostka's solution](#)

264.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: geometry, math
[kostka's solution](#)

265.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: dp, greedy, math
[kostka's solution](#)

266.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · Python 3 (first AC) · Tags: brute force, implementation
[kostka's solution](#)

267.

538B

[Quasi Binary](#) · [Tutorial](#)

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

268.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings
[kostka's solution](#)

269.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math
[kostka's solution](#)

270.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[kostka's solution](#)

271.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: greedy, sortings

[kostka's solution](#)

272.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[kostka's solution](#)

273.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[kostka's solution](#)

274.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[kostka's solution](#)

275.

472C

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

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

[kostka's solution](#)

276.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[kostka's solution](#)

277.

436B

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

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

[kostka's solution](#)

278.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[kostka's solution](#)

279.

438A

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

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

[kostka's solution](#)

280.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[kostka's solution](#)

281.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · Python 3 (first AC) · Tags: greedy, implementation, two pointers

[kostka's solution](#)

282.

415D

[Mashmokh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[kostka's solution](#)

283.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[kostka's solution](#)

284.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: *special, implementation

[kostka's solution](#)

285.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: *special, implementation

[kostka's solution](#)

286.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, implementation

[kostka's solution](#)

287.

358A

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

Quality: 8,142 global accepts · Rating: 1400 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[kostka's solution](#)

288.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: greedy, sortings

[kostka's solution](#)

289.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kostka's solution](#)

290.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kostka's solution](#)

291.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[kostka's solution](#)

292.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[kostka's solution](#)

293.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · last AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[kostka's solution](#)

294.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kostka's solution](#)

295.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kostka's solution](#)

296.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,863 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[kostka's solution](#)

297.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[kostka's solution](#)

298.

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kostka's solution](#)

299.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[kostka's solution](#)

300.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[kostka's solution](#)

301.

930A

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

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

[kostka's solution](#)

302.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[kostka's solution](#)

303.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[kostka's solution](#)

304.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[kostka's solution](#)

305.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[kostka's solution](#)

306.

859C

[Pie Rules](#) · [Tutorial](#)

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

307.

853A

[Planning](#) · [Tutorial](#)

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

308.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[kostka's solution](#)

309.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[kostka's solution](#)

310.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[kostka's solution](#)

311.

790A

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

Rating: 1500 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[kostka's solution](#)

312.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers
[kostka's solution](#)

313.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[kostka's solution](#)

314.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[kostka's solution](#)

315.

696A

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

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[kostka's solution](#)

316.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[kostka's solution](#)

317.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[kostka's solution](#)

318.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[kostka's solution](#)

319.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[kostka's solution](#)

320.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[kostka's solution](#)

321.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[kostka's solution](#)

322.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[kostka's solution](#)

323.

557B

[Pasha and Tea](#) · [Tutorial](#)

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

[kostka's solution](#)

324.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[kostka's solution](#)

325.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[kostka's solution](#)

326.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · last AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dsu, implementation

[kostka's solution](#)

327.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2014-09-02 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs

[kostka's solution](#)

328.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[kostka's solution](#)

329.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 1500 · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: greedy

[kostka's solution](#)

330.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: brute force, sortings

[kostka's solution](#)

331.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[kostka's solution](#)

332.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[kostka's solution](#)

333.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: dp, implementation, math

[kostka's solution](#)

334.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math

[kostka's solution](#)

335.

415C

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

Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[kostka's solution](#)

336.

409H

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

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

[kostka's solution](#)

337.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: *special, implementation

[kostka's solution](#)

338.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[kostka's solution](#)

339.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs

[kostka's solution](#)

340.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math

[kostka's solution](#)

341.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: greedy, math

[kostka's solution](#)

342.

1346C

[Spring Cleaning](#) · [Tutorial](#)

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

[kostka's solution](#)

343.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[kostka's solution](#)

344.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kostka's solution](#)

345.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[kostka's solution](#)

346.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two

pointers

[kostka's solution](#)

347.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[kostka's solution](#)

348.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kostka's solution](#)

349.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kostka's solution](#)

350.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[kostka's solution](#)

351.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[kostka's solution](#)

352.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[kostka's solution](#)

353.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kostka's solution](#)

354.

956B

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

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

[kostka's solution](#)

355.

947B

[Producing Snow](#) · [Tutorial](#)

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

[kostka's solution](#)

356.

930B

[Game with String](#) · [Tutorial](#)

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

[kostka's solution](#)

357.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[kostka's solution](#)

358.

913C

[Party Lemonade](#) · [Tutorial](#)

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

[kostka's solution](#)

359.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[kostka's solution](#)

360.

860B

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

Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[kostka's solution](#)

361.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[kostka's solution](#)

362.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[kostka's solution](#)

363.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[kostka's solution](#)

364.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[kostka's solution](#)

365.

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[kostka's solution](#)

366.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[kostka's solution](#)

367.

750C

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

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

[kostka's solution](#)

368.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: implementation

[kostka's solution](#)

369.

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[kostka's solution](#)

370.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[kostka's solution](#)

371.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[kostka's solution](#)

372.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[kostka's solution](#)

373.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kostka's solution](#)

374.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths

[kostka's solution](#)

375.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[kostka's solution](#)

376.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[kostka's solution](#)

377.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

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

[kostka's solution](#)

378.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: math

[kostka's solution](#)

379.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[kostka's solution](#)

380.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[kostka's solution](#)

381.

500B

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

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

[kostka's solution](#)

382.

500C

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

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

[kostka's solution](#)

383.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[kostka's solution](#)

384.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-19 · Python 3 (first AC) · Tags: greedy, math

[kostka's solution](#)

385.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-04 · Python 3 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

386.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: dp, implementation, trees

[kostka's solution](#)

387.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

388.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: binary search, dp, greedy, implementation

[kostka's solution](#)

389.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: geometry, math

[kostka's solution](#)

390.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp

[kostka's solution](#)

391.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: binary search, math, sortings

[kostka's solution](#)

392.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: dfs and similar

[kostka's solution](#)

393.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kostka's solution](#)

394.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kostka's solution](#)

395.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[kostka's solution](#)

396.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[kostka's solution](#)

397.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[kostka's solution](#)

398.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[kostka's solution](#)

399.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kostka's solution](#)

400.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kostka's solution](#)

401.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

402.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[kostka's solution](#)

403.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dp

[kostka's solution](#)

404.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[kostka's solution](#)

405.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[kostka's solution](#)

406.

947A

[Primal Sport](#) · [Tutorial](#)

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

[kostka's solution](#)

407.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[kostka's solution](#)

408.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[kostka's solution](#)

409.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[kostka's solution](#)

410.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-14 · last AC: 2018-01-14 · GNU C++11 (first AC) · Tags: dp, greedy

[kostka's solution](#)

411.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

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

[kostka's solution](#)

412.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[kostka's solution](#)

413.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · Python 3 (first AC) · Tags: binary search, math

[kostka's solution](#)

414.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[kostka's solution](#)

415.

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

[kostka's solution](#)

416.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[kostka's solution](#)

417.

739A

[Alyona and mex](#) · [Tutorial](#)

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

[kostka's solution](#)

418.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[kostka's solution](#)

419.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[kostka's solution](#)

420.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[kostka's solution](#)

421.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

422.

656B

[Scrambled](#) · [Tutorial](#)

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

[kostka's solution](#)

423.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[kostka's solution](#)

424.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · last AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[kostka's solution](#)

425.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[kostka's solution](#)

426.

567C

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

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

[kostka's solution](#)

427.

559B

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

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

[kostka's solution](#)

428.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation, math, trees

[kostka's solution](#)

429.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[kostka's solution](#)

430.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[kostka's solution](#)

431.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[kostka's solution](#)

432.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-08-20 · last AC: 2014-08-20 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[kostka's solution](#)

433.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-16 · GNU C++ (first AC) · Tags: math

[kostka's solution](#)

434.

451C

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

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kostka's solution](#)

435.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[kostka's solution](#)

436.

449A

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

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

[kostka's solution](#)

437.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[kostka's solution](#)

438.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[kostka's solution](#)

439.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[kostka's solution](#)

440.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[kostka's solution](#)

441.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kostka's solution](#)

442.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kostka's solution](#)

443.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kostka's solution](#)

444.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-03-26 · GNU C++ (first AC) · Tags: implementation, sortings

[kostka's solution](#)

445.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[kostka's solution](#)

446.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[kostka's solution](#)

447.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[kostka's solution](#)

448.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[kostka's solution](#)

449.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[kostka's solution](#)

450.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[kostka's solution](#)

451.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[kostka's solution](#)

452.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[kostka's solution](#)

453.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[kostka's solution](#)

454.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[kostka's solution](#)

455.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kostka's solution](#)

456.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kostka's solution](#)

457.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[kostka's solution](#)

458.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[kostka's solution](#)

459.

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[kostka's solution](#)

460.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[kostka's solution](#)

461.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kostka's solution](#)

462.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[kostka's solution](#)

463.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[kostka's solution](#)

464.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[kostka's solution](#)

465.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · last AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[kostka's solution](#)

466.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[kostka's solution](#)

467.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[kostka's solution](#)

468.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[kostka's solution](#)

469.

701E

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

Rating: 1800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[kostka's solution](#)

470.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

471.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: combinatorics

[kostka's solution](#)

472.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-17 · last AC: 2015-10-19 · GNU C++ (first AC) · Tags: binary search, brute force

[kostka's solution](#)

473.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[kostka's solution](#)

474.

513B2

[Permutations](#) · [Tutorial](#)

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

[kostka's solution](#)

475.

513G1

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

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

[kostka's solution](#)

476.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[kostka's solution](#)

477.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[kostka's solution](#)

478.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[kostka's solution](#)

479.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

480.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[kostka's solution](#)

481.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2014-06-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[kostka's solution](#)

482.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[kostka's solution](#)

483.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[kostka's solution](#)

484.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[kostka's solution](#)

485.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[kostka's solution](#)

486.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kostka's solution](#)

487.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[kostka's solution](#)

488.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kostka's solution](#)

489.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kostka's solution](#)

490.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kostka's solution](#)

491.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[kostka's solution](#)

492.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kostka's solution](#)

493.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kostka's solution](#)

494.

1017D

[The Wu](#) · [Tutorial](#)

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

[kostka's solution](#)

495.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[kostka's solution](#)

496.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[kostka's solution](#)

497.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[kostka's solution](#)

498.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[kostka's solution](#)

499.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[kostka's solution](#)

500.

839B

[Game of the Rows](#) · [Tutorial](#)

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

[kostka's solution](#)

501.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[kostka's solution](#)

502.

781B

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

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[kostka's solution](#)

503.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[kostka's solution](#)

504.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[kostka's solution](#)

505.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: dp

[kostka's solution](#)

506.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kostka's solution](#)

507.

701D

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

Rating: 1900 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, math

[kostka's solution](#)

508.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[kostka's solution](#)

509.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[kostka's solution](#)

510.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[kostka's solution](#)

511.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[kostka's solution](#)

512.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[kostka's solution](#)

513.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[kostka's solution](#)

514.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[kostka's solution](#)

515.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[kostka's solution](#)

516.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[kostka's solution](#)

517.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation
[kostka's solution](#)

518.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-23 · GNU C++0x (first AC) · Tags: dp, sortings
[kostka's solution](#)

519.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: dp
[kostka's solution](#)

520.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math
[kostka's solution](#)

521.

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation
[kostka's solution](#)

522.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings
[kostka's solution](#)

523.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special
[kostka's solution](#)

524.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2014-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy
[kostka's solution](#)

525.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math
[kostka's solution](#)

526.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[kostka's solution](#)

527.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[kostka's solution](#)

528.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[kostka's solution](#)

529.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[kostka's solution](#)

530.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[kostka's solution](#)

531.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[kostka's solution](#)

532.

997B

[Roman Digits](#) · [Tutorial](#)

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

[kostka's solution](#)

533.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[kostka's solution](#)

534.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-05 · last AC: 2018-02-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[kostka's solution](#)

535.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[kostka's solution](#)

536.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[kostka's solution](#)

537.

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[kostka's solution](#)

538.

806B

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

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

[kostka's solution](#)

539.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[kostka's solution](#)

540.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[kostka's solution](#)

541.

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[kostka's solution](#)

542.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[kostka's solution](#)

543.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[kostka's solution](#)

544.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[kostka's solution](#)

545.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[kostka's solution](#)

546.

513C

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

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

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547.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: math

[kostka's solution](#)

548.

451D

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

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: math

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549.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

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550.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings
[kostka's solution](#)

551.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry
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552.

1029E

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Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
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553.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees
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554.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[kostka's solution](#)

555.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
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556.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · last AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[kostka's solution](#)

557.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · last AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, implementation, trees
[kostka's solution](#)

558.

960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs
[kostka's solution](#)

559.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs
[kostka's solution](#)

560.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[kostka's solution](#)

561.

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[kostka's solution](#)

562.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[kostka's solution](#)

563.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths
[kostka's solution](#)

564.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
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565.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures
[kostka's solution](#)

566.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees
[kostka's solution](#)

567.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[kostka's solution](#)

568.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings
[kostka's solution](#)

569.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[kostka's solution](#)

570.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2016-08-07 · last AC: 2016-08-07 · GNU C++11 (first AC) · Tags: data structures

[kostka's solution](#)

571.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs

[kostka's solution](#)

572.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · Python 3 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[kostka's solution](#)

573.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[kostka's solution](#)

574.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[kostka's solution](#)

575.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[kostka's solution](#)

576.

552E

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Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-07-01 · Python 3 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[kostka's solution](#)

577.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[kostka's solution](#)

578.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[kostka's solution](#)

579.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[kostka's solution](#)

580.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[kostka's solution](#)

581.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dp
[kostka's solution](#)

582.

920G

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Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[kostka's solution](#)

583.

915D

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Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[kostka's solution](#)

584.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · last AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
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585.

901B

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · Python 2 (first AC) · Tags: constructive algorithms, math
[kostka's solution](#)

586.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy
[kostka's solution](#)

587.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[kostka's solution](#)

588.

815B

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Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[kostka's solution](#)

589.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[kostka's solution](#)

590.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · last AC: 2017-01-06 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings
[kostka's solution](#)

591.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[kostka's solution](#)

592.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[kostka's solution](#)

593.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: trees
[kostka's solution](#)

594.

650C

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Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[kostka's solution](#)

595.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-08-13 · last AC: 2015-08-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[kostka's solution](#)

596.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: dp, implementation
[kostka's solution](#)

597.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: brute force, implementation, math
[kostka's solution](#)

598.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: graphs, math
[kostka's solution](#)

599.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs,

implementation

[kostka's solution](#)

600.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, geometry

[kostka's solution](#)

601.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[kostka's solution](#)

602.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · last AC: 2018-09-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[kostka's solution](#)

603.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[kostka's solution](#)

604.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[kostka's solution](#)

605.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

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606.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[kostka's solution](#)

607.

901C

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Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[kostka's solution](#)

608.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[kostka's solution](#)

609.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[kostka's solution](#)

610.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

611.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · last AC: 2015-06-30 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[kostka's solution](#)

612.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[kostka's solution](#)

613.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[kostka's solution](#)

614.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[kostka's solution](#)

615.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[kostka's solution](#)

616.

1074D

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

Rating: 2400 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[kostka's solution](#)

617.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[kostka's solution](#)

618.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[kostka's solution](#)

619.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[kostka's solution](#)

620.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[kostka's solution](#)

621.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · last AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[kostka's solution](#)

622.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kostka's solution](#)

623.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[kostka's solution](#)

624.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · last AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[kostka's solution](#)

625.

781D

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

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[kostka's solution](#)

626.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

627.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[kostka's solution](#)

628.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[kostka's solution](#)

629.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[kostka's solution](#)

630.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[kostka's solution](#)

631.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kostka's solution](#)

632.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[kostka's solution](#)

633.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[kostka's solution](#)

634.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[kostka's solution](#)

635.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[kostka's solution](#)

636.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kostka's solution](#)

637.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: hashing, strings

[kostka's solution](#)

638.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kostka's solution](#)

639.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kostka's solution](#)

640.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[kostka's solution](#)

641.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dp, number theory

[kostka's solution](#)

642.

701F

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: graphs

[kostka's solution](#)

643.

699F

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

Rating: 2600 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

644.

436E

[Cardboard Box](#) · [Tutorial](#)

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

[kostka's solution](#)

645.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[kostka's solution](#)

646.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[kostka's solution](#)

647.

982F

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

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-05-17 · last AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[kostka's solution](#)

648.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[kostka's solution](#)

649.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kostka's solution](#)

650.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2014-08-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[kostka's solution](#)

651.

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[kostka's solution](#)

652.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation
[kostka's solution](#)

653.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[kostka's solution](#)

654.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[kostka's solution](#)

655.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[kostka's solution](#)

656.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[kostka's solution](#)

657.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[kostka's solution](#)

658.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[kostka's solution](#)

659.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar
[kostka's solution](#)

660.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[kostka's solution](#)

661.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

662.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, bitmasks, greedy
[kostka's solution](#)

663.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special
[kostka's solution](#)

664.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, sortings
[kostka's solution](#)

665.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[kostka's solution](#)

666.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[kostka's solution](#)

667.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

668.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

669.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

670.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

671.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

672.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

673.

101234G

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

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

674.

101741K

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

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

675.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

676.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

677.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

678.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

679.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: —
[kostka's solution](#)

680.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · Python 3 (first AC) · Tags: —
[kostka's solution](#)

681.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kostka's solution](#)

682.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[kostka's solution](#)

683.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[kostka's solution](#)

684.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

685.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

686.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

687.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

688.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

689.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

690.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

691.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

692.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

693.

100959L

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

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

694.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

695.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

696.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

697.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · last AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

698.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

699.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

700.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

701.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

702.

102220E

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

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

703.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

704.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

705.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

706.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

707.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

708.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

709.

102156B

[Unfair Card Deck](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · last AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

710.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

711.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

712.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

713.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

714.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

715.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

716.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

717.

102055K

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

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

718.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

719.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

720.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

721.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

722.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · Python 3 (first AC) · Tags: —
[kostka's solution](#)

723.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

724.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

725.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

726.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

727.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kostka's solution](#)

728.

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

729.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

730.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

731.

10124104

[B & gG' —6öÖ÷' † —6D](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-05 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

732.

10124108

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

Rating: — · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

733.

10124107

[James Bond](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

734.

10124103

[Dirtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

735.

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

736.

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

737.

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

738.

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

739.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

740.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

741.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

742.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

743.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

744.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

745.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

746.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

747.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

748.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

749.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

750.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

751.

101612L

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

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

752.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

753.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

754.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

755.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

756.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

757.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

758.

101095B

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

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

759.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

760.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

761.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

762.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

763.

100784FP

[Flower Pots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

764.

100784FO

[Fence Orthogonality](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

765.

100784FS

[False Sense of Security](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

766.

100784FN

[Furry Nuisance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

767.

100784FM

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Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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101933H

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814.

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816.

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819.

100492I

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101158H

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821.

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822.

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Rating: — · first AC: 2018-10-12 · Python 3 (first AC) · Tags: —
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823.

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824.

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[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kostka's solution](#)

825.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
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826.

101158C

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

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kostka's solution](#)

827.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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828.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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829.

100496J

[Jealous Robots](#) · [Tutorial](#)

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830.

100496I

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831.

100496G

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832.

100496E

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Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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833.

100496H

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834.

100496D

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835.

100496A

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836.

100534E

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Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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837.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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838.

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839.

100534I

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Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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840.

100534D

[Coin Table](#) · [Tutorial](#)

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841.

100534C

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Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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842.

100534B

[Fake Coins](#) · [Tutorial](#)

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843.

100534G

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844.

100534A

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845.

101086B

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Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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846.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

847.

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

848.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

849.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

850.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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851.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

852.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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853.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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854.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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855.

101086L

[Chance](#) · [Tutorial](#)

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856.

101470C

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Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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857.

101470B

[Circle of digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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858.

101470G

[Grammar](#) · [Tutorial](#)

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859.

101470J

[Strange Antennas](#) · [Tutorial](#)

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860.

101470F

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861.

101470A

[Banks](#) · [Tutorial](#)

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862.

101470E

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863.

101470H

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864.

101470D

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865.

101611H

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

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

866.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

867.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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868.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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869.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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870.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

871.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

872.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

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873.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

874.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

875.

101174K

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

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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876.

101174F

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

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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877.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

878.

101174H

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Rating: — · first AC: 2018-09-30 · Python 3 (first AC) · Tags: —

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879.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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880.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

881.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

882.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

883.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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884.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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885.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

886.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

887.

101505C

[Cable Connection](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

888.

101505I

[Suspicious Samples](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[kostka's solution](#)

889.

101505D

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890.

101505G

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891.

101505K

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892.

101505J

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893.

101505B

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894.

100719J

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895.

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896.

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897.

100719F

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898.

100719H

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899.

100719B

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900.

100719G

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901.

100719D

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902.

100719C

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903.

100553D

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904.

100553E

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905.

100553I

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906.

100553F

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907.

100553J

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908.

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912.

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913.

101137K

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915.

101137G

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916.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

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917.

101137B

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Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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918.

101137A

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919.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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920.

101142D

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Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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921.

101142I

[Integral Polygons](#) · [Tutorial](#)

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922.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

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923.

101142G

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924.

101142J

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925.

101142K

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926.

101142A

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927.

101142F

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928.

101190C

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929.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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930.

101190J

[Jenga Boom](#) · [Tutorial](#)

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931.

101190E

[Expect to Wait](#) · [Tutorial](#)

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932.

101190G

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933.

101190H

[Hard Refactoring](#) · [Tutorial](#)

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934.

101190A

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935.

101190F

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936.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

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937.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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938.

101630G

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939.

101630D

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

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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940.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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941.

101630A

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942.

101630C

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943.

101630E

[Easy Quest](#) · [Tutorial](#)

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944.

100624F

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945.

100624K

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946.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

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947.

100624B

[Who wants to live forever?](#) · [Tutorial](#)

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948.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-11 · last AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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949.

100624E

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950.

100624D

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951.

100624G

[Jewel heist](#) · [Tutorial](#)

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952.

100624J

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Rating: — · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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953.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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954.

100624H

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955.

101170K

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Rating: — · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: —

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956.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

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957.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

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958.

101170B

[British Menu](#) · [Tutorial](#)

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959.

101170A

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Rating: — · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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960.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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961.

101170I

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Rating: — · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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962.

101170E

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963.

101170F

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964.

101170H

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965.

100365A

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966.

100365C

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Rating: — · first AC: 2018-07-19 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

967.

100365E

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Rating: — · first AC: 2018-07-19 · last AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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968.

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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969.

100365B

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Rating: — · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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970.

100365I

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Rating: — · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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971.

100025H

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972.

100025F

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973.

100025I

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974.

100025K

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975.

101398F

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976.

101398K

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977.

101398I

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978.

101398A

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979.

101398D

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980.

101398E

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981.

101398J

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982.

101810K

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983.

101810J

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984.

101810M

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985.

101810D

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986.

101810E

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987.

101810A

[Careful Thief](#) · [Tutorial](#)

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988.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

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989.

101810B

[Friends and Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

990.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

991.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[kostka's solution](#)

992.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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993.

100524E

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Rating: — · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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994.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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995.

100524C

[Catalan Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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996.

100524F

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997.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

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998.

100524J

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

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999.

100524A

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

Rating: — · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1000.

100109E

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1001.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1002.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1003.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1004.

100342B

[Car Wash](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1005.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1006.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1007.

100342J

[Triatip](#) · [Tutorial](#)

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1008.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1009.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1010.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1011.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1012.

100342C

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

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1013.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

1014.

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1015.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1016.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1017.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1018.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1019.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1020.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1021.

100917E

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

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1022.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1023.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1024.

100917I

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

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1025.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1026.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1027.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1028.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1029.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1030.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1031.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1032.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1033.

100956H

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1034.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1035.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1036.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1037.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1038.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1039.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1040.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1041.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1042.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1043.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1044.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1045.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1046.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1047.

100520C

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

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1048.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1049.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1050.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1051.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1052.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1053.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1054.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1055.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1056.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1057.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1058.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1059.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · last AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1060.

100431A

[Achromatic Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1061.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1062.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1063.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · Python 2 (first AC) · Tags: —

[kostka's solution](#)

1064.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1065.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1066.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1067.

100517H

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

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1068.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1069.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1070.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1071.

100875C

[Yachtzee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1072.

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1073.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1074.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1075.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1076.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1077.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1078.

100851L

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

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1079.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1080.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1081.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1082.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1083.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1084.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1085.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1086.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1087.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1088.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1089.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1090.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1091.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1092.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1093.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1094.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1095.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1096.

100633E

[Pea-City](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1097.

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1098.

100633J

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1099.

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1100.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1101.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1102.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1103.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1104.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1105.

100662B

[Infinite House of Pancakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1106.

100662A

[Standing Ovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: —

[kostka's solution](#)

1107.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1108.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1109.

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1110.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1111.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1112.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1113.

100286J

[Javanese Cryptanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1114.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1115.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1116.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1117.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1118.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1119.

100112G

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

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1120.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1121.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1122.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1123.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1124.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1125.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1126.

100502I

[How Many Squares?](#) · [Tutorial](#)

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

[kostka's solution](#)

1127.

100502G

[Outing](#) · [Tutorial](#)

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

[kostka's solution](#)

1128.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

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

[kostka's solution](#)

1129.

100502H

[Clock Pictures](#) · [Tutorial](#)

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

[kostka's solution](#)

1130.

100502C

[Catalan Square](#) · [Tutorial](#)

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

[kostka's solution](#)

1131.

100502A

[Amanda Lounges](#) · [Tutorial](#)

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

[kostka's solution](#)

1132.

100502K

[Train Passengers](#) · [Tutorial](#)

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

[kostka's solution](#)

1133.

100502E

[Opening Ceremony](#) · [Tutorial](#)

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

[kostka's solution](#)

1134.

100502D

[Dice Game](#) · [Tutorial](#)

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

[kostka's solution](#)

1135.

100169E

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

Rating: — · first AC: 2014-08-25 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

1136.

100169A

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

Rating: — · first AC: 2014-08-25 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1137.

100169D

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

Rating: — · first AC: 2014-08-25 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

1138.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-25 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1139.

100009A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1140.

100009D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1141.

100009C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · Python 3 (first AC) · Tags: —

[kostka's solution](#)

1142.

100009B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++0x (first AC) · Tags: —

[kostka's solution](#)

1143.

100015B

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1144.

100015A

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

Rating: — · first AC: 2014-03-29 · GNU C++ (first AC) · Tags: —

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1145.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, implementation

[kostka's solution](#)

1146.

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1147.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

1148.

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[kostka's solution](#)

1149.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[kostka's solution](#)

1150.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1151.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1152.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1153.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1154.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1155.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1156.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1157.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: —

[kostka's solution](#)

1158.

100153A

[War Academy](#) · [Tutorial](#)

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

[kostka's solution](#)