

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

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# Unique solved — kriii

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

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

Filters: none

Count: 461

1.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kriii's solution](#)

2.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[kriii's solution](#)

3.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kriii's solution](#)

4.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kriii's solution](#)

5.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kriii's solution](#)

6.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[kriii's solution](#)

7.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kriii's solution](#)

8.

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

[kriii's solution](#)

9.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[kriii's solution](#)

**10.**

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[kriii's solution](#)

**11.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math  
[kriii's solution](#)

**12.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2013-07-06 · MS C++ (first AC) · Tags: implementation  
[kriii's solution](#)

**13.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2013-07-06 · MS C++ (first AC) · Tags: implementation  
[kriii's solution](#)

**14.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-04 · MS C++ (first AC) · Tags: \*special, brute force, implementation  
[kriii's solution](#)

**15.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: \*special, implementation  
[kriii's solution](#)

**16.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2010-12-23 · MS C++ (first AC) · Tags: greedy, math  
[kriii's solution](#)

**17.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[kriii's solution](#)

**18.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[kriii's solution](#)

**19.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[kriii's solution](#)

**20.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math  
[kriii's solution](#)

**21.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[kriii's solution](#)

**22.**

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation  
[kriii's solution](#)

**23.**

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  
[kriii's solution](#)

**24.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[kriii's solution](#)

**25.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation  
[kriii's solution](#)

**26.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kriii's solution](#)

**27.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[kriii's solution](#)

**28.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation  
[kriii's solution](#)

**29.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[kriii's solution](#)

**30.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms  
[kriii's solution](#)

**31.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation  
[kriii's solution](#)

**32.**

500A

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

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation  
[kriii's solution](#)

**33.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings  
[kriii's solution](#)

**34.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2014-01-25 · MS C++ (first AC) · Tags: implementation  
[kriii's solution](#)

**35.**

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: brute force, implementation, math  
[kriii's solution](#)

**36.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2011-01-17 · MS C++ (first AC) · Tags: math  
[kriii's solution](#)

**37.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kriii's solution](#)

**38.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: \*special, greedy, implementation  
[kriii's solution](#)

**39.**

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation, math  
[kriii's solution](#)

**40.**

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation  
[kriii's solution](#)

**41.**

100A

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

Quality: 1,025 global accepts · Rating: 1100 · first AC: 2011-07-30 · Pike (first AC) · Tags: \*special, implementation  
[kriii's solution](#)

**42.**

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[kriii's solution](#)

**43.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[kriii's solution](#)

**44.**

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[kriii's solution](#)

**45.**

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  
[kriii's solution](#)

**46.**

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[kriii's solution](#)

**47.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[kriii's solution](#)

**48.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force  
[kriii's solution](#)

**49.**

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[kriii's solution](#)

**50.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees  
[kriii's solution](#)

**51.**

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math  
[kriii's solution](#)

**52.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[kriii's solution](#)

**53.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-25 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[kriii's solution](#)

**54.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-02 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[kriii's solution](#)

**55.**

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · MS C++ (first AC) · Tags: \*special, implementation, number theory

[kriii's solution](#)

**56.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: greedy, implementation

[kriii's solution](#)

**57.**

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: implementation, math

[kriii's solution](#)

**58.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[kriii's solution](#)

**59.**

1090A

[Company Merging](#) · [Tutorial](#)

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

[kriii's solution](#)

**60.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[kriii's solution](#)

**61.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[kriii's solution](#)

**62.**

653B

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

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

[kriii's solution](#)

**63.**

626B

[Cards](#) · [Tutorial](#)

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

[kriii's solution](#)

**64.**

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[kriii's solution](#)

**65.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[kriii's solution](#)

**66.**

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

[kriii's solution](#)

**67.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation, sortings

[kriii's solution](#)

**68.**

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[kriii's solution](#)

**69.**

117A

[Elevator](#) · [Tutorial](#)

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

[kriii's solution](#)

**70.**

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, implementation

[kriii's solution](#)

**71.**

57A

[Square Earth?](#) · [Tutorial](#)

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

[kriii's solution](#)

**72.**

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: implementation

[kriii's solution](#)

**73.**

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · MS C++ (first AC) · Tags: implementation

[kriii's solution](#)

**74.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[kriii's solution](#)

**75.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[kriii's solution](#)

**76.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kriii's solution](#)

**77.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kriii's solution](#)

**78.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kriii's solution](#)

**79.**

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

[kriii's solution](#)

**80.**

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: expression parsing, math

[kriii's solution](#)

**81.**

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[kriii's solution](#)

**82.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[kriii's solution](#)

**83.**

679A

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

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

[kriii's solution](#)

**84.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[kriii's solution](#)

**85.**

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[kriii's solution](#)

**86.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[kriii's solution](#)

**87.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[kriii's solution](#)

**88.**

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · MS C++ (first AC) · Tags: greedy, sortings

[kriii's solution](#)

**89.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-01-25 · MS C++ (first AC) · Tags: greedy, sortings

[kriii's solution](#)

**90.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, implementation

[kriii's solution](#)

**91.**

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, implementation

[kriii's solution](#)

**92.**

158C

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

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: \*special, data structures, implementation

[kriii's solution](#)

**93.**

120E

[Put Knight!](#) · [Tutorial](#)

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

[kriii's solution](#)

**94.**

120D

[Three Sons](#) · [Tutorial](#)

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

[kriii's solution](#)

**95.**

120F

[Spiders](#) · [Tutorial](#)

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

[kriii's solution](#)

**96.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[kriii's solution](#)

**97.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[kriii's solution](#)

**98.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[kriii's solution](#)

**99.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kriii's solution](#)

**100.**

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[kriii's solution](#)

**101.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kriii's solution](#)

**102.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[kriii's solution](#)

**103.**

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[kriii's solution](#)

**104.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[kriii's solution](#)

**105.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[kriii's solution](#)

**106.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: brute force, sortings

[kriii's solution](#)

**107.**

528A

[Glass Carving](#) · [Tutorial](#)

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

[kriii's solution](#)

**108.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[kriii's solution](#)

**109.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: greedy  
[kriii's solution](#)

**110.**

414A

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

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

**111.**

409H

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

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation  
[kriii's solution](#)

**112.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · MS C++ (first AC) · Tags: data structures, dsu  
[kriii's solution](#)

**113.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, implementation  
[kriii's solution](#)

**114.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**115.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-04 · MS C++ (first AC) · Tags: \*special, implementation, sortings  
[kriii's solution](#)

**116.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: \*special, number theory  
[kriii's solution](#)

**117.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: dfs and similar  
[kriii's solution](#)

**118.**

64B

[Expression](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1500 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing  
[kriii's solution](#)

**119.**

50B

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

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-23 · MS C++ (first AC) · Tags: strings

[kriii's solution](#)

**120.**

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[kriii's solution](#)

**121.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[kriii's solution](#)

**122.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kriii's solution](#)

**123.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[kriii's solution](#)

**124.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[kriii's solution](#)

**125.**

956B

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

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

[kriii's solution](#)

**126.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[kriii's solution](#)

**127.**

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

[kriii's solution](#)

**128.**

906A

[Shockers](#) · [Tutorial](#)

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

[kriii's solution](#)

**129.**

822C

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

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation,

sortings

[kriii's solution](#)

**130.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[kriii's solution](#)

**131.**

626C

[Block Towers](#) · [Tutorial](#)

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

[kriii's solution](#)

**132.**

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths

[kriii's solution](#)

**133.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[kriii's solution](#)

**134.**

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

[kriii's solution](#)

**135.**

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

[kriii's solution](#)

**136.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[kriii's solution](#)

**137.**

407A

[Triangle](#) · [Tutorial](#)

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

[kriii's solution](#)

**138.**

407B

[Long Path](#) · [Tutorial](#)

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

[kriii's solution](#)

**139.**

406A

[Unusual Product](#) · [Tutorial](#)

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

[kriii's solution](#)

**140.**

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: binary search, greedy, sortings, two pointers  
[kriii's solution](#)

**141.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: combinatorics  
[kriii's solution](#)

**142.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · MS C++ (first AC) · Tags: brute force, math  
[kriii's solution](#)

**143.**

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, greedy, implementation, math  
[kriii's solution](#)

**144.**

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: implementation  
[kriii's solution](#)

**145.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: brute force  
[kriii's solution](#)

**146.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[kriii's solution](#)

**147.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,660 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[kriii's solution](#)

**148.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[kriii's solution](#)

**149.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation  
[kriii's solution](#)

**150.**

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  
[kriii's solution](#)

**151.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[kriii's solution](#)

**152.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[kriii's solution](#)

**153.**

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search  
[kriii's solution](#)

**154.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[kriii's solution](#)

**155.**

685A

[Robbers' watch](#) · [Tutorial](#)

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

**156.**

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities  
[kriii's solution](#)

**157.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation  
[kriii's solution](#)

**158.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory  
[kriii's solution](#)

**159.**

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  
[kriii's solution](#)

**160.**

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math  
[kriii's solution](#)

**161.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[kriii's solution](#)

**162.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math  
[kriii's solution](#)

**163.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms  
[kriii's solution](#)

**164.**

451C

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

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math  
[kriii's solution](#)

**165.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math  
[kriii's solution](#)

**166.**

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation  
[kriii's solution](#)

**167.**

409D

[Big Data](#) · [Tutorial](#)

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

**168.**

409B

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

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

**169.**

409C

[Magnum Opus](#) · [Tutorial](#)

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

**170.**

409A

[The Great Game](#) · [Tutorial](#)

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

**171.**

406B

[Toy Sum](#) · [Tutorial](#)

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

**172.**

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · MS C++ (first AC) · Tags: greedy, implementation

[kriii's solution](#)

**173.**

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: \*special, graph matchings, implementation, trees

[kriii's solution](#)

**174.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: geometry, math

[kriii's solution](#)

**175.**

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation

[kriii's solution](#)

**176.**

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: brute force, implementation

[kriii's solution](#)

**177.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: implementation, strings

[kriii's solution](#)

**178.**

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[kriii's solution](#)

**179.**

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · MS C++ (first AC) · Tags: expression parsing

[kriii's solution](#)

**180.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[kriii's solution](#)

**181.**

1090D

[Similar Arrays](#) · [Tutorial](#)

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

[kriii's solution](#)

**182.**

1053A

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

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

[kriii's solution](#)

**183.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, two pointers

[kriii's solution](#)

**184.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[kriii's solution](#)

**185.**

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

[kriii's solution](#)

**186.**

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[kriii's solution](#)

**187.**

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

[kriii's solution](#)

**188.**

822D

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

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[kriii's solution](#)

**189.**

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[kriii's solution](#)

**190.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[kriii's solution](#)

**191.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[kriii's solution](#)

**192.**

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[kriii's solution](#)

**193.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[kriii's solution](#)

**194.**

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  
[kriii's solution](#)

**195.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation  
[kriii's solution](#)

**196.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees  
[kriii's solution](#)

**197.**

442B

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

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: greedy, math, probabilities  
[kriii's solution](#)

**198.**

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: \*special  
[kriii's solution](#)

**199.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: dp, greedy, implementation, math  
[kriii's solution](#)

**200.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: constructive algorithms  
[kriii's solution](#)

**201.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation  
[kriii's solution](#)

**202.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: greedy, sortings  
[kriii's solution](#)

**203.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: binary search, data structures, greedy  
[kriii's solution](#)

**204.**

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation  
[kriii's solution](#)

**205.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force, probabilities

[kriii's solution](#)

## 206.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[kriii's solution](#)

## 207.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[kriii's solution](#)

## 208.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, brute force, math, number theory

[kriii's solution](#)

## 209.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, greedy

[kriii's solution](#)

## 210.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: hashing, implementation

[kriii's solution](#)

## 211.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · MS C++ (first AC) · Tags: binary search, greedy

[kriii's solution](#)

## 212.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[kriii's solution](#)

## 213.

1090B

[LaTeX Expert](#) · [Tutorial](#)

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

[kriii's solution](#)

## 214.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kriii's solution](#)

## 215.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[kriii's solution](#)

**216.**

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, number theory  
[kriii's solution](#)

**217.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy  
[kriii's solution](#)

**218.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees  
[kriii's solution](#)

**219.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices  
[kriii's solution](#)

**220.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation  
[kriii's solution](#)

**221.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[kriii's solution](#)

**222.**

529E

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

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force  
[kriii's solution](#)

**223.**

506A

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

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp  
[kriii's solution](#)

**224.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[kriii's solution](#)

**225.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation  
[kriii's solution](#)

**226.**

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation  
[kriii's solution](#)

**227.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-04 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[kriii's solution](#)

**228.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: brute force, divide and conquer, dp

[kriii's solution](#)

**229.**

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · MS C++ (first AC) · Tags: implementation, math

[kriii's solution](#)

**230.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: combinatorics, dp, probabilities

[kriii's solution](#)

**231.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-09-04 · GNU C++ (first AC) · Tags: dp, dsu, trees

[kriii's solution](#)

**232.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: combinatorics, math

[kriii's solution](#)

**233.**

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: games

[kriii's solution](#)

**234.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[kriii's solution](#)

**235.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kriii's solution](#)

**236.**

1090K

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

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

[kriii's solution](#)

**237.**

1090L

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

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

[kriii's solution](#)

**238.**

1090I

[Minimal Product](#) · [Tutorial](#)

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

[kriii's solution](#)

**239.**

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

[kriii's solution](#)

**240.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: dp

[kriii's solution](#)

**241.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: hashing, strings

[kriii's solution](#)

**242.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[kriii's solution](#)

**243.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[kriii's solution](#)

**244.**

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[kriii's solution](#)

**245.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[kriii's solution](#)

**246.**

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

[kriii's solution](#)

**247.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[kriii's solution](#)

**248.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[kriii's solution](#)

**249.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[kriii's solution](#)

**250.**

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

[kriii's solution](#)

**251.**

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[kriii's solution](#)

**252.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[kriii's solution](#)

**253.**

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: math

[kriii's solution](#)

**254.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[kriii's solution](#)

**255.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2014-01-25 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[kriii's solution](#)

**256.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: combinatorics, dp

[kriii's solution](#)

**257.**

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing

[kriii's solution](#)

**258.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2011-01-12 · last AC: 2011-01-12 · MS C++ (first AC) · Tags: dp, math, probabilities

[kriii's solution](#)

**259.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-24 · MS C++ (first AC) · Tags: geometry

[kriii's solution](#)

**260.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[kriii's solution](#)

**261.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[kriii's solution](#)

**262.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[kriii's solution](#)

**263.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[kriii's solution](#)

**264.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[kriii's solution](#)

**265.**

602D

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

Rating: 2100 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: math

[kriii's solution](#)

**266.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[kriii's solution](#)

**267.**

577D

[Invariance of Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[kriii's solution](#)

**268.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[kriii's solution](#)

**269.**

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[kriii's solution](#)

**270.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: data structures, dp, math  
[kriii's solution](#)

**271.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: combinatorics, dp, math  
[kriii's solution](#)

**272.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings  
[kriii's solution](#)

**273.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-27 · MS C++ (first AC) · Tags: binary search, dp, probabilities  
[kriii's solution](#)

**274.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math  
[kriii's solution](#)

**275.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[kriii's solution](#)

**276.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[kriii's solution](#)

**277.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities  
[kriii's solution](#)

**278.**

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees  
[kriii's solution](#)

**279.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings  
[kriii's solution](#)

**280.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[kriii's solution](#)

## 281.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[kriii's solution](#)

## 282.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[kriii's solution](#)

## 283.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[kriii's solution](#)

## 284.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[kriii's solution](#)

## 285.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[kriii's solution](#)

## 286.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[kriii's solution](#)

## 287.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[kriii's solution](#)

## 288.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees

[kriii's solution](#)

## 289.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: greedy

[kriii's solution](#)

## 290.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: graphs, greedy

[kriii's solution](#)

**291.**

1090E

[Horseback Riding](#) · [Tutorial](#)

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

[kriii's solution](#)

**292.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[kriii's solution](#)

**293.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[kriii's solution](#)

**294.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kriii's solution](#)

**295.**

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

[kriii's solution](#)

**296.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory

[kriii's solution](#)

**297.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: probabilities

[kriii's solution](#)

**298.**

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-27 · MS C++ (first AC) · Tags: math

[kriii's solution](#)

**299.**

1090C

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

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

[kriii's solution](#)

**300.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[kriii's solution](#)

**301.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[kriii's solution](#)

**302.**

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[kriii's solution](#)

**303.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[kriii's solution](#)

**304.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[kriii's solution](#)

**305.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[kriii's solution](#)

**306.**

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[kriii's solution](#)

**307.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[kriii's solution](#)

**308.**

529C

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

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[kriii's solution](#)

**309.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[kriii's solution](#)

**310.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kriii's solution](#)

**311.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[kriii's solution](#)

**312.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kriii's solution](#)

**313.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: data structures, dp

[kriii's solution](#)

**314.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[kriii's solution](#)

**315.**

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[kriii's solution](#)

**316.**

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[kriii's solution](#)

**317.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[kriii's solution](#)

**318.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[kriii's solution](#)

**319.**

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2014-01-25 · MS C++ (first AC) · Tags: geometry, schedules, sortings

[kriii's solution](#)

**320.**

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: dp, matrices

[kriii's solution](#)

**321.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2011-01-16 · MS C++ (first AC) · Tags: dp, number theory

[kriii's solution](#)

**322.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[kriii's solution](#)

**323.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[kriii's solution](#)

**324.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[kriii's solution](#)

**325.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[kriii's solution](#)

**326.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[kriii's solution](#)

**327.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[kriii's solution](#)

**328.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[kriii's solution](#)

**329.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[kriii's solution](#)

**330.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[kriii's solution](#)

**331.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[kriii's solution](#)

**332.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: implementation, math

[kriii's solution](#)

**333.**

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[kriii's solution](#)

**334.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[kriii's solution](#)

**335.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[kriii's solution](#)

**336.**

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: geometry

[kriii's solution](#)

**337.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[kriii's solution](#)

**338.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: geometry, graphs

[kriii's solution](#)

**339.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[kriii's solution](#)

**340.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[kriii's solution](#)

**341.**

529A

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

Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[kriii's solution](#)

**342.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[kriii's solution](#)

**343.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[kriii's solution](#)

**344.**

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: bitmasks

[kriii's solution](#)

**345.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[kriii's solution](#)

**346.**

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[kriii's solution](#)

**347.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[kriii's solution](#)

**348.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[kriii's solution](#)

**349.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: math, matrices, probabilities

[kriii's solution](#)

**350.**

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math, two pointers

[kriii's solution](#)

**351.**

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[kriii's solution](#)

**352.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: binary search, math

[kriii's solution](#)

**353.**

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[kriii's solution](#)

**354.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2016-06-14 · last AC: 2016-06-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[kriii's solution](#)

**355.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing  
[kriii's solution](#)

**356.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: data structures, dp  
[kriii's solution](#)

**357.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[kriii's solution](#)

**358.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games  
[kriii's solution](#)

**359.**

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kriii's solution](#)

**360.**

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kriii's solution](#)

**361.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**362.**

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**363.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**364.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**365.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**366.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**367.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**368.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**369.**

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**370.**

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**371.**

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**372.**

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**373.**

100517F

[Frequent Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**374.**

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**375.**

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**376.**

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**377.**

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**378.**

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**379.**

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**380.**

100633E

[Pea-City](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**381.**

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**382.**

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**383.**

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**384.**

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**385.**

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**386.**

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: —  
[kriii's solution](#)

**387.**

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**388.**

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**389.**

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**390.**

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**391.**

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**392.**

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: data structures  
[kriii's solution](#)

**393.**

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: combinatorics, math, matrices  
[kriii's solution](#)

**394.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: dp  
[kriii's solution](#)

**395.**

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: math  
[kriii's solution](#)

**396.**

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**397.**

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**398.**

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**399.**

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**400.**

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**401.**

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**402.**

100187H

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

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**403.**

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**404.**

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**405.**

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**406.**

100187M

[Heavside Function](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**407.**

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**408.**

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**409.**

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**410.**

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**411.**

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**412.**

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**413.**

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**414.**

100443J

[Cleaning the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**415.**

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · last AC: 2014-05-31 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**416.**

100443A

[Mixing Colours](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**417.**

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**418.**

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**419.**

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**420.**

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**421.**

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**422.**

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · MS C++ (first AC) · Tags: —  
[kriii's solution](#)

**423.**

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-31 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**424.**

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-17 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**425.**

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-17 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**426.**

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-17 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**427.**

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-17 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**428.**

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-17 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**429.**

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-17 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**430.**

100109K

[Tree Queries Online](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**431.**

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**432.**

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**433.**

100109E

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**434.**

100109B

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

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**435.**

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**436.**

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**437.**

100109L

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

Rating: — · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**438.**

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**439.**

100298C

[Figures](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**440.**

100298F

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: —  
[kriii's solution](#)

**441.**

100286K

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