

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

<https://cfelitetracker.vercel.app>

# Unique solved — krock21

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

Sort: Problem rating · easier first

Filters: none

Count: 311

1.

780A

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

Quality: 22,784 global accepts · Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[krock21's solution](#)

2.

755A

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

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

[krock21's solution](#)

3.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[krock21's solution](#)

4.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

5.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,087 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

6.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,586 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

7.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[krock21's solution](#)

8.

648B

[B - ICPC 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[krock21's solution](#)

9.

646A

[B\\$ocial D OD\\$0](#)

Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**10.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[krock21's solution](#)

**11.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: math

[krock21's solution](#)

**12.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**13.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,125 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math

[krock21's solution](#)

**14.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[krock21's solution](#)

**15.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**16.**

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**17.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,957 global accepts · Rating: 800 · first AC: 2015-09-28 · MS C++ (first AC) · Tags: implementation, math

[krock21's solution](#)

**18.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, implementation, math

[krock21's solution](#)

**19.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[krock21's solution](#)

**20.**

648A

[A00011Că;DÄHC,,9 C6>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[krock21's solution](#)

**21.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation  
[krock21's solution](#)

**22.**

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  
[krock21's solution](#)

**23.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math  
[krock21's solution](#)

**24.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy  
[krock21's solution](#)

**25.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation  
[krock21's solution](#)

**26.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · MS C++ (first AC) · Tags: greedy, implementation  
[krock21's solution](#)

**27.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[krock21's solution](#)

**28.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math  
[krock21's solution](#)

**29.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[krock21's solution](#)

**30.**

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  
[krock21's solution](#)

**31.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: math  
[krock21's solution](#)

**32.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math  
[krock21's solution](#)

**33.**

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  
[krock21's solution](#)

**34.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math  
[krock21's solution](#)

**35.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation  
[krock21's solution](#)

**36.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math  
[krock21's solution](#)

**37.**

608A

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

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math  
[krock21's solution](#)

**38.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation  
[krock21's solution](#)

**39.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · Python 3 (first AC) · Tags: math  
[krock21's solution](#)

**40.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: implementation  
[krock21's solution](#)

**41.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 1000 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: bitmasks  
[krock21's solution](#)

**42.**

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2015-09-10 · MS C++ (first AC) · Tags: implementation, number theory  
[krock21's solution](#)

**43.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: implementation, math  
[krock21's solution](#)

**44.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[krock21's solution](#)

**45.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[krock21's solution](#)

**46.**

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[krock21's solution](#)

**47.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math  
[krock21's solution](#)

**48.**

648C

[A<00\\$U B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[krock21's solution](#)

**49.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math  
[krock21's solution](#)

**50.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math  
[krock21's solution](#)

**51.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: brute force, implementation  
[krock21's solution](#)

**52.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force  
[krock21's solution](#)

**53.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[krock21's solution](#)

**54.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[krock21's solution](#)

**55.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[krock21's solution](#)

**56.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: geometry, implementation

[krock21's solution](#)

**57.**

596B

[Wilbur and Array](#) · [Tutorial](#)

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

[krock21's solution](#)

**58.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · MS C++ (first AC) · Tags: implementation, math

[krock21's solution](#)

**59.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · MS C++ (first AC) · Tags: implementation

[krock21's solution](#)

**60.**

557A

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

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

[krock21's solution](#)

**61.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: \*special, strings

[krock21's solution](#)

**62.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[krock21's solution](#)

**63.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[krock21's solution](#)

**64.**

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

[krock21's solution](#)

**65.**

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**66.**

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

[krock21's solution](#)

**67.**

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

[krock21's solution](#)

**68.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[krock21's solution](#)

**69.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[krock21's solution](#)

**70.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: greedy, implementation

[krock21's solution](#)

**71.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · MS C++ (first AC) · Tags: greedy, math

[krock21's solution](#)

**72.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: implementation, math

[krock21's solution](#)

**73.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[krock21's solution](#)

**74.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[krock21's solution](#)

**75.**

929B

[AABBCC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: \*special, implementation

[krock21's solution](#)

**76.**

755C

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

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

[krock21's solution](#)

**77.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[krock21's solution](#)

**78.**

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**79.**

628C

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

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

[krock21's solution](#)

**80.**

628B

[New Skateboard](#) · [Tutorial](#)

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

[krock21's solution](#)

**81.**

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

[krock21's solution](#)

**82.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[krock21's solution](#)

**83.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,016 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[krock21's solution](#)

**84.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[krock21's solution](#)

**85.**

572B

[Order Book](#) · [Tutorial](#)

Quality: 8,212 global accepts · Rating: 1300 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[krock21's solution](#)

**86.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: math

[krock21's solution](#)

**87.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**88.**

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[krock21's solution](#)

**89.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-13 · MS C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[krock21's solution](#)

**90.**

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · MS C++ (first AC) · Tags: implementation

[krock21's solution](#)

**91.**

929A

[A@Ca!C B C\\$5C^>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation

[krock21's solution](#)

**92.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: \*special, dp

[krock21's solution](#)

**93.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[krock21's solution](#)

**94.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[krock21's solution](#)

**95.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[krock21's solution](#)

**96.**

703B

[Mishka and trip](#) · [Tutorial](#)

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

[krock21's solution](#)

**97.**

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  
[krock21's solution](#)

**98.**

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[krock21's solution](#)

**99.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: implementation, math  
[krock21's solution](#)

**100.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, greedy  
[krock21's solution](#)

**101.**

602B

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

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers  
[krock21's solution](#)

**102.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · MS C++ (first AC) · Tags: implementation, math, sortings  
[krock21's solution](#)

**103.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, dfs and similar, games  
[krock21's solution](#)

**104.**

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[krock21's solution](#)

**105.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[krock21's solution](#)

**106.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[krock21's solution](#)

**107.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math  
[krock21's solution](#)

**108.**

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[krock21's solution](#)

**109.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**110.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy

[krock21's solution](#)

**111.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[krock21's solution](#)

**112.**

611C

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

Quality: 9,012 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[krock21's solution](#)

**113.**

608B

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

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[krock21's solution](#)

**114.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[krock21's solution](#)

**115.**

599B

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

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**116.**

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: —

[krock21's solution](#)

**117.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · Python 3 (first AC) · Tags: combinatorics

[krock21's solution](#)

**118.**

577C

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

Rating: 1500 · first AC: 2015-09-10 · MS C++ (first AC) · Tags: implementation, number theory

[krock21's solution](#)

**119.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · MS C++ (first AC) · Tags: implementation, math

[krock21's solution](#)

**120.**

557B

[Pasha and Tea](#) · [Tutorial](#)

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

[krock21's solution](#)

**121.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[krock21's solution](#)

**122.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[krock21's solution](#)

**123.**

780C

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

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

[krock21's solution](#)

**124.**

780B

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

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[krock21's solution](#)

**125.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[krock21's solution](#)

**126.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[krock21's solution](#)

**127.**

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[krock21's solution](#)

**128.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[krock21's solution](#)

**129.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation,

strings

[krock21's solution](#)

**130.**

705C

[Thor](#) · [Tutorial](#)

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

[krock21's solution](#)

**131.**

643B

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

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

[krock21's solution](#)

**132.**

639B

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

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

[krock21's solution](#)

**133.**

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

[krock21's solution](#)

**134.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: implementation

[krock21's solution](#)

**135.**

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

[krock21's solution](#)

**136.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,663 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[krock21's solution](#)

**137.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[krock21's solution](#)

**138.**

608C

[Chain Reaction](#) · [Tutorial](#)

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

[krock21's solution](#)

**139.**

606C

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

Rating: 1600 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**140.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

implementation

[krock21's solution](#)

**141.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs

[krock21's solution](#)

**142.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[krock21's solution](#)

**143.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[krock21's solution](#)

**144.**

51B

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

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2019-09-10 · last AC: 2019-09-11 · Kotlin 1.4 (first AC) · Tags: expression parsing

[krock21's solution](#)

**145.**

924C

[Riverside Curio](#) · [Tutorial](#)

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

[krock21's solution](#)

**146.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[krock21's solution](#)

**147.**

929C

[Antonia](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: \*special, combinatorics, math

[krock21's solution](#)

**148.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2017-06-10 · Kotlin 1.4 (first AC) · Tags: dp, graphs, shortest paths

[krock21's solution](#)

**149.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · PyPy 3 (first AC) · Tags: \*special

[krock21's solution](#)

**150.**

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

[krock21's solution](#)

**151.**

719C

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

Rating: 1700 · first AC: 2016-09-23 · last AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[krock21's solution](#)

**152.**

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

[krock21's solution](#)

**153.**

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[krock21's solution](#)

**154.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-11 · GNU C++11 (first AC) · Tags: graphs

[krock21's solution](#)

**155.**

596C

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

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

[krock21's solution](#)

**156.**

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[krock21's solution](#)

**157.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · MS C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[krock21's solution](#)

**158.**

579C

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

Rating: 1700 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: binary search, math

[krock21's solution](#)

**159.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[krock21's solution](#)

**160.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[krock21's solution](#)

**161.**

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[krock21's solution](#)

**162.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[krock21's solution](#)

**163.**

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy  
[krock21's solution](#)

**164.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees  
[krock21's solution](#)

**165.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[krock21's solution](#)

**166.**

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[krock21's solution](#)

**167.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2015-10-06 · MS C++ (first AC) · Tags: brute force, math, number theory  
[krock21's solution](#)

**168.**

780D

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

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings  
[krock21's solution](#)

**169.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation  
[krock21's solution](#)

**170.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive  
[krock21's solution](#)

**171.**

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  
[krock21's solution](#)

**172.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: math

[krock21's solution](#)

**173.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: dp, strings

[krock21's solution](#)

**174.**

648D

[B&C](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[krock21's solution](#)

**175.**

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[krock21's solution](#)

**176.**

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: geometry

[krock21's solution](#)

**177.**

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: brute force, math

[krock21's solution](#)

**178.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2015-09-10 · MS C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[krock21's solution](#)

**179.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[krock21's solution](#)

**180.**

786A

[Berzerk](#) · [Tutorial](#)

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

[krock21's solution](#)

**181.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[krock21's solution](#)

**182.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[krock21's solution](#)

**183.**

780E

[Underground Lab](#) · [Tutorial](#)

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

[krock21's solution](#)

**184.**

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: geometry, implementation

[krock21's solution](#)

**185.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs

[krock21's solution](#)

**186.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[krock21's solution](#)

**187.**

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

[krock21's solution](#)

**188.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[krock21's solution](#)

**189.**

765E

[Tree Folding](#) · [Tutorial](#)

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

[krock21's solution](#)

**190.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[krock21's solution](#)

**191.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[krock21's solution](#)

**192.**

786B

[Legacy](#) · [Tutorial](#)

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



[krock21's solution](#)

**204.**

101135E

[A" T CäB :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**205.**

101171B

[A\\$B C HCT1CÔKC' GCT<Cä4C =](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**206.**

101171F

[A@Cä AD 2Cä @CDK](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**207.**

101171H

[A\\$B D r AD\\$0CÔ>C\\$;CT=C,,5 Dt8D ;C](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**208.**

101171D

[A B C ä D d5\\$KCR 4Cä @Cä3C€](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**209.**

101171E

[A t C ä C ;CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**210.**

101171J

[B\\$0C r ä D´5 Cä>CÄ=C BD°](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**211.**

101171K

[A Ô>C\\$K' GCT<Cä4C =](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**212.**

101171I

[B 2C T r C=0DäIC,,5 Cò;DäAD°](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**213.**

101171G

[A\\$T D K C\\$>Cò>D\\$0CÄ](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**214.**

101171C

[A\\$B C HCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**215.**

101171A

[A F D o s i q Ä Ö C Ô B D 4 ; D °](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**216.**

101154J

[A D 2 C R a ! C @ D \\$ K](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**217.**

101154I

[A F D D B C ä G C Ô K C ' B D N C](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**218.**

101154A

[B 0 0 ? 0 > C D 0 C d 0 !](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**219.**

101154F

[A Ä Ö C 4 8 D t 5 D : C , , 5 D D C T @ D °](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**220.**

101154E

[A B C r i e , , > D \\$ 5 C = 0](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**221.**

101154C

[A 4 @ C i a C T = D ' 5 D B C : C = D °](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**222.**

101154G

[A t = C t = C r i e — D 8 C ' 0](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**223.**

101154B

[A D > 0 a B C ä @ B B D M C Ô 4 C b 8 C \\$ K D B C 2 C = 0](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**224.**

101154D

[A ä @ C T A C ' 5 C D > C \\$ 0 C Ô 8 C P](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**225.**

101154H

[A ö Ö D \\$ 5 D , , 5 D B C \\$ 8 C R A C = 2 C ä 7 D Â < C , , @ D °](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**226.**

100128C

[A5C@C AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**227.**

100128A

[A5D BC,,=](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**228.**

100128B

[B :00CB! C 8-A\\$0CÔ0 A#5CÔ>C 8](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**229.**

100128F

[A0D 0CB ?Cä1CT4D°](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**230.**

100128G

[B 7CäDÄ7C#8C' ?D4BDÀ](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**231.**

100128H

[A\\$Cria :C'>CÔ>C](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**232.**

100128I

[B 7C GD 0C"BCT@ A">CDK](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**233.**

101110C

[AÄ#0ä3CäGC`5CÔK](#)

Rating: — · first AC: 2016-10-22 · Python 3 (first AC) · Tags: —

[krock21's solution](#)

**234.**

101110G

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**235.**

101110B

[AÄ0#A!C, @C AD BCäOCÔ8Dö](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**236.**

101110J

[B\\$@C!CC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**237.**

101110I

[A\\$500BC,,;D6FC,,O](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**238.**

101110E

[B·B00?C=C00D0 1C HC00 AÄ0C=AC](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**239.**

101110H

[B 00 ?C,,AC =C,,5](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**240.**

101110F

[A000?C DC,,:D K-D CDDDC,,:D K](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**241.**

101110A

[A800> CÄ0C0K](#)

Rating: — · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**242.**

100296K

[A\\$80i0D](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**243.**

100296F

[A\\$00iC ND"0D0AD0 ?C'0D BC,,=C](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**244.**

100296C

[A4=00iD? 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**245.**

100296J

[A00C4@ C =C00D ?Cä@D](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**246.**

100296A

[Aä;00i0, 4C\\$>C,,GC0KCR ?CäAC'5CD>C\\$0D\\$5C'LC0>D BC€](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**247.**

100296E

[B\\$50i5D>C0=D'5 C0>CÄ5D 0](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**248.**

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**249.**

100296H

[A10D'8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**250.**

100296D

[A5C@ C AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**251.**

100296B

[A45D>CB 'CP](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**252.**

100296G

[A7@C!7D°](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**253.**

100003J

[B10CÄ+C](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**254.**

100003D

[AäTDT>CB 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**255.**

100003I

[A @DT8CÄ5CD>C\\$0 D ?C,,@C ;DÀ](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**256.**

100003B

[AÄ×DiB](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**257.**

100003H

[B,\[CDD°](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**258.**

100003F

[A,,=D\\$5D 5D =D'5 Dt8D ;C](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**259.**

100003C

[A67D1BC, 1CTACô@CTDC,,:D =D´5 Cª>CDK](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**260.**

100003E

[AD@0a8CäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**261.**

100003A

[AÄ5D1B0ä C Cö@CäECä4C À Cö>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**262.**

100043K

[At<CTOC" <CTBD >](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**263.**

100033C

[B1D1C,,;](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**264.**

100043H

[B :Cä@CäAD\\$=Cä9 CD8C <CTBD 4C´O Cª>C´LDd5C\\$>C´ FCT?C€](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**265.**

100043A

[A @C@Cä5D\\$8D15D :C O Cö@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2016-09-18 · MS C++ (first AC) · Tags: —

[krock21's solution](#)

**266.**

100043B

[A5CÔ1CT@](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**267.**

100043C

[B 0C,0,GCÔKCR GC,,AC´0](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**268.**

100043D

[A,3D0!](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**269.**

100043J

[B Kd10 ACª8C´ IC,,B](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**270.**

100063I

[I · Tutorial](#)

Rating: — · first AC: 2016-09-15 · last AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**271.**

100063J

[J · Tutorial](#)

Rating: — · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**272.**

100063A

[A · Tutorial](#)

Rating: — · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**273.**

100063D

[D · Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**274.**

100063B

[B · Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**275.**

100063G

[G · Tutorial](#)

Rating: — · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**276.**

100063C

[C · Tutorial](#)

Rating: — · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**277.**

100063E

[E · Tutorial](#)

Rating: — · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**278.**

100063F

[F · Tutorial](#)

Rating: — · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[krock21's solution](#)

**279.**

100063H

[H · Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**280.**

100033E

[A 4D>6 0=D 5 C>C';C 9CD5D K](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**281.**

100033B

[B · Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**282.**

100033G

[A · Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**283.**

100033D

[B · Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**284.**

100033H

[B · Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**285.**

100033K

[A · Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**286.**

100033F

[A · Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**287.**

100062F

[F · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**288.**

100062I

[J · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**289.**

100062G

[G · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**290.**

100062E

[E · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**291.**

100062B

[B · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**292.**

100062C

[C · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**293.**

100062D

[D · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**294.**

100062A

[A · Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**295.**

100502D

[Dice Game · Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**296.**

100502E

[Opening Ceremony · Tutorial](#)

Rating: — · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**297.**

100845C

[A5CDK A4@CTO](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**298.**

100281E

[AD5Di5C\\$>](#)

Rating: — · first AC: 2015-12-03 · last AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**299.**

100281C

[A00D\\$5,,5D BC\\$8CP](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**300.**

100281G

[A =D\\$8C ^>C00 A4=D0](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**301.**

100281D

[B·BCT=C=0 C00 D BCT=C=C](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**302.**

100834G

[Polycarp and Palindromes · Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**303.**

100834F

[Polycarp and Satellites](#) · Tutorial

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**304.**

100834D

[Polycarp and the Table](#) · Tutorial

Rating: — · first AC: 2015-11-28 · Java 8 (first AC) · Tags: —

[krock21's solution](#)

**305.**

100834C

[Polycarp and Polygon](#) · Tutorial

Rating: — · first AC: 2015-11-28 · MS C++ (first AC) · Tags: —

[krock21's solution](#)

**306.**

100187L

[Ministry of Truth](#) · Tutorial

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**307.**

100799I

[BTC&AC =](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[krock21's solution](#)

**308.**

100537G

[A&D;C4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[krock21's solution](#)

**309.**

100537E

[BD>OÄ0C, 7C =C,,<C BCT;DÄ=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[krock21's solution](#)

**310.**

100537A

[A&C&8D\\$0C°](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[krock21's solution](#)

**311.**

100599C

[B>Dd>Cö@CäA](#)

Rating: — · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: —

[krock21's solution](#)