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<https://cfelitetracker.vercel.app>

Unique solved — kvk1920

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

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

Filters: none

Count: 1,292

1.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[kvk1920's solution](#)

2.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[kvk1920's solution](#)

3.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

4.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[kvk1920's solution](#)

5.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[kvk1920's solution](#)

6.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

7.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[kvk1920's solution](#)

8.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[kvk1920's solution](#)

9.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[kvk1920's solution](#)

10.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,456 global accepts · Rating: 800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)

11.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,813 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[kvk1920's solution](#)

12.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-07-01 · Python 3 (first AC) · Tags: implementation
[kvk1920's solution](#)

13.

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

14.

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
[kvk1920's solution](#)

15.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

16.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

17.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

18.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

19.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[kvk1920's solution](#)

20.

959A

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

Quality: 55,670 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[kvk1920's solution](#)

21.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[kvk1920's solution](#)

22.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[kvk1920's solution](#)

23.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

24.

855A

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

Quality: 27,349 global accepts · Rating: 800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[kvk1920's solution](#)

25.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)

26.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

27.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[kvk1920's solution](#)

28.

822A

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

Quality: 36,809 global accepts · Rating: 800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[kvk1920's solution](#)

29.

71A

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

Quality: 503,322 global accepts · Rating: 800 · first AC: 2015-09-01 · last AC: 2017-06-25 · GNU C++11 (first AC) · Tags: strings
[kvk1920's solution](#)

30.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

31.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

32.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

33.

785A

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

Quality: 110,966 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

34.

780A

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

Quality: 22,786 global accepts · Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

35.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[kvk1920's solution](#)

36.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

37.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[kvk1920's solution](#)

38.

758A

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

Quality: 75,310 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

39.

750A

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

Quality: 92,562 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[kvk1920's solution](#)

40.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

41.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,091 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[kvk1920's solution](#)

42.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

43.

581A

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

Quality: 84,961 global accepts · Rating: 800 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

44.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

45.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[kvk1920's solution](#)

46.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,556 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

47.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

48.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,546 global accepts · Rating: 800 · first AC: 2016-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

49.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,842 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[kvk1920's solution](#)

50.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

51.

61A

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

Quality: 136,218 global accepts · Rating: 800 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

52.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,723 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[kvk1920's solution](#)

53.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

54.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

55.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[kvk1920's solution](#)

56.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,758 global accepts · Rating: 800 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation
[kvk1920's solution](#)

57.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[kvk1920's solution](#)

58.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

59.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

60.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,474 global accepts · Rating: 800 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

61.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

62.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,254 global accepts · Rating: 800 · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

63.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,071 global accepts · Rating: 800 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[kvk1920's solution](#)

64.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

65.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)

66.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

67.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,791 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

68.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

69.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)

70.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

71.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,829 global accepts · Rating: 800 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers
[kvk1920's solution](#)

72.

281A

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

Quality: 271,023 global accepts · Rating: 800 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

73.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,111 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

74.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,592 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

- 75.**
266A
[Stones on the Table](#) · [Tutorial](#)
Quality: 244,601 global accepts · Rating: 800 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)
- 76.**
116A
[Tram](#) · [Tutorial](#)
Quality: 176,567 global accepts · Rating: 800 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)
- 77.**
339A
[Helpful Maths](#) · [Tutorial](#)
Quality: 275,399 global accepts · Rating: 800 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[kvk1920's solution](#)
- 78.**
112A
[Petya and Strings](#) · [Tutorial](#)
Quality: 287,289 global accepts · Rating: 800 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: implementation, strings
[kvk1920's solution](#)
- 79.**
231A
[Team](#) · [Tutorial](#)
Quality: 430,320 global accepts · Rating: 800 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: brute force, greedy
[kvk1920's solution](#)
- 80.**
617A
[Elephant](#) · [Tutorial](#)
Quality: 249,169 global accepts · Rating: 800 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)
- 81.**
702A
[Maximum Increase](#) · [Tutorial](#)
Quality: 55,025 global accepts · Rating: 800 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[kvk1920's solution](#)
- 82.**
701A
[Cards](#) · [Tutorial](#)
Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)
- 83.**
686A
[Free Ice Cream](#) · [Tutorial](#)
Quality: 43,420 global accepts · Rating: 800 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)
- 84.**
678A
[Johny Likes Numbers](#) · [Tutorial](#)
Quality: 15,169 global accepts · Rating: 800 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)
- 85.**
681A
[A Good Contest](#) · [Tutorial](#)
Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

86.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[kvk1920's solution](#)

87.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,681 global accepts · Rating: 800 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: math, probabilities
[kvk1920's solution](#)

88.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,958 global accepts · Rating: 800 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: brute force, math
[kvk1920's solution](#)

89.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,758 global accepts · Rating: 800 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: greedy, math
[kvk1920's solution](#)

90.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,336 global accepts · Rating: 800 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

91.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,644 global accepts · Rating: 800 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

92.

676A

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

Quality: 14,702 global accepts · Rating: 800 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)

93.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: math, number theory
[kvk1920's solution](#)

94.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

95.

110A

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

Quality: 199,522 global accepts · Rating: 800 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

96.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,513 global accepts · Rating: 800 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: *special, implementation
[kvk1920's solution](#)

97.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[kvk1920's solution](#)

98.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[kvk1920's solution](#)

99.

630A

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

Quality: 93,525 global accepts · Rating: 800 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: number theory
[kvk1920's solution](#)

100.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,162 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)

101.

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

102.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,427 global accepts · Rating: 800 · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[kvk1920's solution](#)

103.

546A

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

Quality: 235,240 global accepts · Rating: 800 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[kvk1920's solution](#)

104.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,129 global accepts · Rating: 800 · first AC: 2015-01-31 · FPC (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

105.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[kvk1920's solution](#)

106.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

107.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[kvk1920's solution](#)

108.

1208A

[XORinacci](#) · [Tutorial](#)

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

[kvk1920's solution](#)

109.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kvk1920's solution](#)

110.

1055A

[Metro](#) · [Tutorial](#)

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

[kvk1920's solution](#)

111.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

112.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[kvk1920's solution](#)

113.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

114.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-20 · last AC: 2017-09-22 · GNU C++11 (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

115.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[kvk1920's solution](#)

116.

820A

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

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

117.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[kvk1920's solution](#)

118.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

119.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[kvk1920's solution](#)

120.

768A

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

Quality: 30,844 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[kvk1920's solution](#)

121.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

122.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

123.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

124.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

125.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

126.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[kvk1920's solution](#)

127.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,029 global accepts · Rating: 900 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

128.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

129.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,772 global accepts · Rating: 900 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[kvk1920's solution](#)

130.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,750 global accepts · Rating: 900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

131.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,967 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

132.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

133.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,342 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[kvk1920's solution](#)

134.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy

[kvk1920's solution](#)

135.

96A

[Football](#) · [Tutorial](#)

Quality: 193,664 global accepts · Rating: 900 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

136.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

137.

580A

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

Quality: 104,701 global accepts · Rating: 900 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[kvk1920's solution](#)

138.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,914 global accepts · Rating: 900 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: greedy

[kvk1920's solution](#)

139.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kvk1920's solution](#)

140.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,220 global accepts · Rating: 900 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: math

[kvk1920's solution](#)

141.

621A

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

Quality: 22,678 global accepts · Rating: 900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

142.

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

[kvk1920's solution](#)

143.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

144.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[kvk1920's solution](#)

145.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kvk1920's solution](#)

146.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[kvk1920's solution](#)

147.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kvk1920's solution](#)

148.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

149.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

150.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

151.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[kvk1920's solution](#)

152.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[kvk1920's solution](#)

153.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kvk1920's solution](#)

154.

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

155.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

156.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

157.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kvk1920's solution](#)

158.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[kvk1920's solution](#)

159.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[kvk1920's solution](#)

160.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kvk1920's solution](#)

161.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[kvk1920's solution](#)

162.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[kvk1920's solution](#)

163.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[kvk1920's solution](#)

164.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[kvk1920's solution](#)

165.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

166.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,392 global accepts · Rating: 1000 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

167.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,988 global accepts · Rating: 1000 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[kvk1920's solution](#)

168.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,725 global accepts · Rating: 1000 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

169.

100950A

[A·N080ÄKCR GC,,AC´0 Aô>C´8C#0D ?C](#)

Rating: 1000 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

170.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

171.

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

[kvk1920's solution](#)

172.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[kvk1920's solution](#)

173.

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
[kvk1920's solution](#)

174.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

175.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[kvk1920's solution](#)

176.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,288 global accepts · Rating: 1000 · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[kvk1920's solution](#)

177.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[kvk1920's solution](#)

178.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,272 global accepts · Rating: 1000 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

179.

476A

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

Quality: 51,618 global accepts · Rating: 1000 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

180.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation
[kvk1920's solution](#)

181.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

182.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[kvk1920's solution](#)

183.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: combinatorics, math
[kvk1920's solution](#)

184.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)

185.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

186.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,502 global accepts · Rating: 1000 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings
[kvk1920's solution](#)

187.

669B

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

Rating: 1000 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —
[kvk1920's solution](#)

188.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[kvk1920's solution](#)

189.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

190.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,453 global accepts · Rating: 1000 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

191.

699A

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

Quality: 18,851 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

192.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

193.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,003 global accepts · Rating: 1000 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: greedy, strings
[kvk1920's solution](#)

194.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,532 global accepts · Rating: 1000 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[kvk1920's solution](#)

195.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

196.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,940 global accepts · Rating: 1000 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: bitmasks

[kvk1920's solution](#)

197.

110C

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

Rating: 1000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

198.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · last AC: 2016-04-13 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

199.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

200.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

201.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: sortings

[kvk1920's solution](#)

202.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

203.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

204.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

205.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy

[kvk1920's solution](#)

206.

608A

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

Quality: 9,917 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

207.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

208.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: math

[kvk1920's solution](#)

209.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,264 global accepts · Rating: 1000 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: math

[kvk1920's solution](#)

210.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

211.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[kvk1920's solution](#)

212.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[kvk1920's solution](#)

213.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kvk1920's solution](#)

214.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kvk1920's solution](#)

215.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,609 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[kvk1920's solution](#)

216.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

217.

842B

[Gleb And Pizza](#) · [Tutorial](#)

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

[kvk1920's solution](#)

218.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[kvk1920's solution](#)

219.

835B

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

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

[kvk1920's solution](#)

220.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

221.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

222.

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

223.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[kvk1920's solution](#)

224.

785B

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

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

225.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kvk1920's solution](#)

226.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kvk1920's solution](#)

227.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[kvk1920's solution](#)

228.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

229.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[kvk1920's solution](#)

230.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[kvk1920's solution](#)

231.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

232.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[kvk1920's solution](#)

233.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

234.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[kvk1920's solution](#)

235.

100944C

[A<CD\\$0](#)

Rating: 1100 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

236.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kvk1920's solution](#)

237.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[kvk1920's solution](#)

238.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[kvk1920's solution](#)

239.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)

240.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[kvk1920's solution](#)

241.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kvk1920's solution](#)

242.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[kvk1920's solution](#)

243.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,967 global accepts · Rating: 1100 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[kvk1920's solution](#)

244.

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

[kvk1920's solution](#)

245.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

246.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

247.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

248.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

249.

618B

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

Quality: 8,325 global accepts · Rating: 1100 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

250.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[kvk1920's solution](#)

251.

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry
[kvk1920's solution](#)

252.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: geometry, math
[kvk1920's solution](#)

253.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: implementation, sortings
[kvk1920's solution](#)

254.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

255.

706B

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

Quality: 84,474 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[kvk1920's solution](#)

256.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math
[kvk1920's solution](#)

257.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: data structures, implementation
[kvk1920's solution](#)

258.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,712 global accepts · Rating: 1100 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[kvk1920's solution](#)

259.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,841 global accepts · Rating: 1100 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[kvk1920's solution](#)

260.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings
[kvk1920's solution](#)

261.

368B

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

Quality: 49,906 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dp
[kvk1920's solution](#)

262.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[kvk1920's solution](#)

263.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)

264.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[kvk1920's solution](#)

265.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math
[kvk1920's solution](#)

266.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[kvk1920's solution](#)

267.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math
[kvk1920's solution](#)

268.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: *special, data structures, dp, implementation
[kvk1920's solution](#)

269.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: brute force
[kvk1920's solution](#)

270.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)

271.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math
[kvk1920's solution](#)

272.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,716 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math, number theory

[kvk1920's solution](#)

273.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[kvk1920's solution](#)

274.

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

[kvk1920's solution](#)

275.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

276.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

277.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-01-27 · FPC (first AC) · Tags: brute force

[kvk1920's solution](#)

278.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

279.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[kvk1920's solution](#)

280.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kvk1920's solution](#)

281.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kvk1920's solution](#)

282.

1097B

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

Quality: 35,963 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[kvk1920's solution](#)

283.

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

[kvk1920's solution](#)

284.

1043B

[Lost Array](#) · [Tutorial](#)

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

[kvk1920's solution](#)

285.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[kvk1920's solution](#)

286.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kvk1920's solution](#)

287.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[kvk1920's solution](#)

288.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

289.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

290.

959B

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

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

[kvk1920's solution](#)

291.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[kvk1920's solution](#)

292.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[kvk1920's solution](#)

293.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

294.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[kvk1920's solution](#)

295.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

296.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

297.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[kvk1920's solution](#)

298.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[kvk1920's solution](#)

299.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[kvk1920's solution](#)

300.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[kvk1920's solution](#)

301.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[kvk1920's solution](#)

302.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[kvk1920's solution](#)

303.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[kvk1920's solution](#)

304.

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[kvk1920's solution](#)

305.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[kvk1920's solution](#)

306.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[kvk1920's solution](#)

307.

754A

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

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kvk1920's solution](#)

308.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[kvk1920's solution](#)

309.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[kvk1920's solution](#)

310.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kvk1920's solution](#)

311.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

312.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

313.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[kvk1920's solution](#)

314.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-09-21 · last AC: 2016-10-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[kvk1920's solution](#)

315.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[kvk1920's solution](#)

316.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

317.

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

[kvk1920's solution](#)

318.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[kvk1920's solution](#)

319.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[kvk1920's solution](#)

320.

445A

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

Quality: 33,670 global accepts · Rating: 1200 · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[kvk1920's solution](#)

321.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

322.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[kvk1920's solution](#)

323.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

324.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

325.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

326.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

327.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

328.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

329.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[kvk1920's solution](#)

330.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[kvk1920's solution](#)

331.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

332.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,854 global accepts · Rating: 1200 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[kvk1920's solution](#)

333.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

334.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: greedy, math

[kvk1920's solution](#)

335.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[kvk1920's solution](#)

336.

709C

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

Quality: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[kvk1920's solution](#)

337.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

338.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,334 global accepts · Rating: 1200 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

339.

701B

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

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[kvk1920's solution](#)

340.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,910 global accepts · Rating: 1200 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[kvk1920's solution](#)

341.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[kvk1920's solution](#)

342.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[kvk1920's solution](#)

343.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

344.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[kvk1920's solution](#)

345.

659C

[Tanya and Toys](#) · [Tutorial](#)

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

[kvk1920's solution](#)

346.

651B

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

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

[kvk1920's solution](#)

347.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[kvk1920's solution](#)

348.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: games, math
[kvk1920's solution](#)

349.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)

350.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: brute force, greedy
[kvk1920's solution](#)

351.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

352.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,746 global accepts · Rating: 1200 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[kvk1920's solution](#)

353.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

354.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings
[kvk1920's solution](#)

355.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[kvk1920's solution](#)

356.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[kvk1920's solution](#)

357.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[kvk1920's solution](#)

358.

1055B

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

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

[kvk1920's solution](#)

359.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

360.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[kvk1920's solution](#)

361.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[kvk1920's solution](#)

362.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kvk1920's solution](#)

363.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kvk1920's solution](#)

364.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[kvk1920's solution](#)

365.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

366.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

367.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kvk1920's solution](#)

368.

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[kvk1920's solution](#)

369.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

370.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[kvk1920's solution](#)

371.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[kvk1920's solution](#)

372.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

373.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[kvk1920's solution](#)

374.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[kvk1920's solution](#)

375.

821B

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

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

[kvk1920's solution](#)

376.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

377.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

378.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

379.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2017-03-24 · last AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

380.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[kvk1920's solution](#)

381.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[kvk1920's solution](#)

382.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation
[kvk1920's solution](#)

383.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[kvk1920's solution](#)

384.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[kvk1920's solution](#)

385.

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
[kvk1920's solution](#)

386.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[kvk1920's solution](#)

387.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

388.

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)

389.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[kvk1920's solution](#)

390.

600B

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

Quality: 39,176 global accepts · Rating: 1300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[kvk1920's solution](#)

391.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kvk1920's solution](#)

392.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[kvk1920's solution](#)

393.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[kvk1920's solution](#)

394.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

395.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

[kvk1920's solution](#)

396.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kvk1920's solution](#)

397.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[kvk1920's solution](#)

398.

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[kvk1920's solution](#)

399.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1300 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[kvk1920's solution](#)

400.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation
[kvk1920's solution](#)

401.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

402.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[kvk1920's solution](#)

403.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[kvk1920's solution](#)

404.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)

405.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers
[kvk1920's solution](#)

406.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs
[kvk1920's solution](#)

407.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)

408.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,838 global accepts · Rating: 1300 · first AC: 2016-08-13 · last AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory
[kvk1920's solution](#)

409.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: —
[kvk1920's solution](#)

410.

690C1

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

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: —
[kvk1920's solution](#)

411.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,886 global accepts · Rating: 1300 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: brute force, dp
[kvk1920's solution](#)

412.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: brute force
[kvk1920's solution](#)

413.

4C

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

Quality: 108,169 global accepts · Rating: 1300 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation
[kvk1920's solution](#)

414.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: implementation, sortings
[kvk1920's solution](#)

415.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,206 global accepts · Rating: 1300 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

416.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1300 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[kvk1920's solution](#)

417.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings
[kvk1920's solution](#)

418.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[kvk1920's solution](#)

419.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[kvk1920's solution](#)

420.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[kvk1920's solution](#)

421.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-22 · last AC: 2016-02-23 · GNU C++11 (first AC) · Tags: dp
[kvk1920's solution](#)

422.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: greedy, strings

[kvk1920's solution](#)

423.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: math

[kvk1920's solution](#)

424.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[kvk1920's solution](#)

425.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[kvk1920's solution](#)

426.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[kvk1920's solution](#)

427.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[kvk1920's solution](#)

428.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[kvk1920's solution](#)

429.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kvk1920's solution](#)

430.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kvk1920's solution](#)

431.

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

[kvk1920's solution](#)

432.

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

[kvk1920's solution](#)

433.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[kvk1920's solution](#)

434.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[kvk1920's solution](#)

435.

928B

[Chat](#) · [Tutorial](#)

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

[kvk1920's solution](#)

436.

920C

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

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

[kvk1920's solution](#)

437.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,393 global accepts · Rating: 1400 · first AC: 2017-06-18 · last AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[kvk1920's solution](#)

438.

805D

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

Rating: 1400 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[kvk1920's solution](#)

439.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[kvk1920's solution](#)

440.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kvk1920's solution](#)

441.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[kvk1920's solution](#)

442.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[kvk1920's solution](#)

443.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,803 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kvk1920's solution](#)

444.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[kvk1920's solution](#)

445.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kvk1920's solution](#)

446.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

447.

581C

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

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[kvk1920's solution](#)

448.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[kvk1920's solution](#)

449.

100950B

[BOBCaC€](#)

Rating: 1400 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

450.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,195 global accepts · Rating: 1400 · first AC: 2016-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[kvk1920's solution](#)

451.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu
[kvk1920's solution](#)

452.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[kvk1920's solution](#)

453.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[kvk1920's solution](#)

454.

445B

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[kvk1920's solution](#)

455.

550B

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

Quality: 27,457 global accepts · Rating: 1400 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[kvk1920's solution](#)

456.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[kvk1920's solution](#)

457.

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
[kvk1920's solution](#)

458.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kvk1920's solution](#)

459.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[kvk1920's solution](#)

460.

714C

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

Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[kvk1920's solution](#)

461.

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,858 global accepts · Rating: 1400 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kvk1920's solution](#)

462.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[kvk1920's solution](#)

463.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation
[kvk1920's solution](#)

464.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[kvk1920's solution](#)

465.

379C

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

Quality: 7,048 global accepts · Rating: 1400 · first AC: 2016-08-30 · last AC: 2016-08-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

466.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

467.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[kvk1920's solution](#)

468.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[kvk1920's solution](#)

469.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: brute force, sortings

[kvk1920's solution](#)

470.

669C

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

Rating: 1400 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

471.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,636 global accepts · Rating: 1400 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[kvk1920's solution](#)

472.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,951 global accepts · Rating: 1400 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dp

[kvk1920's solution](#)

473.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,058 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

474.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

475.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[kvk1920's solution](#)

476.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[kvk1920's solution](#)

477.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[kvk1920's solution](#)

478.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

479.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: brute force

[kvk1920's solution](#)

480.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[kvk1920's solution](#)

481.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1400 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[kvk1920's solution](#)

482.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2015-11-04 · last AC: 2016-03-05 · Java 8 (first AC) · Tags: constructive algorithms, graphs, implementation

[kvk1920's solution](#)

483.

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

484.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[kvk1920's solution](#)

485.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math
[kvk1920's solution](#)

486.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: binary search, greedy
[kvk1920's solution](#)

487.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1400 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

488.

489C

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

Quality: 51,684 global accepts · Rating: 1400 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[kvk1920's solution](#)

489.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[kvk1920's solution](#)

490.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math
[kvk1920's solution](#)

491.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[kvk1920's solution](#)

492.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[kvk1920's solution](#)

493.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[kvk1920's solution](#)

494.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[kvk1920's solution](#)

495.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kvk1920's solution](#)

496.

1163B1

[Cat Party \(Easy Edition\) · Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kvk1920's solution](#)

497.

1043C

[Smallest Word · Tutorial](#)

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

[kvk1920's solution](#)

498.

1051C

[Vasya and Multisets · Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[kvk1920's solution](#)

499.

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

[kvk1920's solution](#)

500.

997A

[Convert to Ones · Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[kvk1920's solution](#)

501.

990C

[Bracket Sequences Concatenation Problem · Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

502.

960B

[Minimize the error · Tutorial](#)

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[kvk1920's solution](#)

503.

959C

[Mahmoud and Ehab and the wrong algorithm · Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[kvk1920's solution](#)

504.

930A

[Peculiar apple-tree · Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[kvk1920's solution](#)

505.

908C

[New Year and Curling · Tutorial](#)

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

[kvk1920's solution](#)

506.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

507.

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[kvk1920's solution](#)

508.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[kvk1920's solution](#)

509.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[kvk1920's solution](#)

510.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[kvk1920's solution](#)

511.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[kvk1920's solution](#)

512.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
[kvk1920's solution](#)

513.

400C

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

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kvk1920's solution](#)

514.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · last AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[kvk1920's solution](#)

515.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[kvk1920's solution](#)

516.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[kvk1920's solution](#)

517.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[kvk1920's solution](#)

518.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[kvk1920's solution](#)

519.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

520.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[kvk1920's solution](#)

521.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[kvk1920's solution](#)

522.

745C

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

Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[kvk1920's solution](#)

523.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[kvk1920's solution](#)

524.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[kvk1920's solution](#)

525.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings
[kvk1920's solution](#)

526.

289D

[Polo the Penguin and Houses](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, math
[kvk1920's solution](#)

527.

100950C

[Addition of Digits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

528.

362A

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

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kvk1920's solution](#)

529.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[kvk1920's solution](#)

530.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,141 global accepts · Rating: 1500 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[kvk1920's solution](#)

531.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[kvk1920's solution](#)

532.

577C

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

Rating: 1500 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[kvk1920's solution](#)

533.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[kvk1920's solution](#)

534.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

535.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

536.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[kvk1920's solution](#)

537.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[kvk1920's solution](#)

538.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[kvk1920's solution](#)

539.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[kvk1920's solution](#)

540.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[kvk1920's solution](#)

541.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kvk1920's solution](#)

542.

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[kvk1920's solution](#)

543.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[kvk1920's solution](#)

544.

690C2

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

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[kvk1920's solution](#)

545.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[kvk1920's solution](#)

546.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,896 global accepts · Rating: 1500 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[kvk1920's solution](#)

547.

701C

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

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[kvk1920's solution](#)

548.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

549.

697C

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

Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[kvk1920's solution](#)

550.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,987 global accepts · Rating: 1500 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: dp

[kvk1920's solution](#)

551.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: *special, dfs and similar, strings

[kvk1920's solution](#)

552.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[kvk1920's solution](#)

553.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,438 global accepts · Rating: 1500 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[kvk1920's solution](#)

554.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

555.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: binary search, implementation

[kvk1920's solution](#)

556.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: hashing, implementation

[kvk1920's solution](#)

557.

659D

[Bicycle Race](#) · [Tutorial](#)

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

[kvk1920's solution](#)

558.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: greedy

[kvk1920's solution](#)

559.

608B

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

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2016-02-15 · last AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics, strings
[kvk1920's solution](#)

560.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: math, number theory
[kvk1920's solution](#)

561.

611C

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

Quality: 9,038 global accepts · Rating: 1500 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: dp, implementation
[kvk1920's solution](#)

562.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

563.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

564.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dp, implementation, math
[kvk1920's solution](#)

565.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[kvk1920's solution](#)

566.

1526C2

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

Quality: 29,745 global accepts · Rating: 1600 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[kvk1920's solution](#)

567.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[kvk1920's solution](#)

568.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,628 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[kvk1920's solution](#)

569.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[kvk1920's solution](#)

570.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)

571.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[kvk1920's solution](#)

572.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[kvk1920's solution](#)

573.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[kvk1920's solution](#)

574.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[kvk1920's solution](#)

575.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[kvk1920's solution](#)

576.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,466 global accepts · Rating: 1600 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[kvk1920's solution](#)

577.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[kvk1920's solution](#)

578.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[kvk1920's solution](#)

579.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[kvk1920's solution](#)

580.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[kvk1920's solution](#)

581.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[kvk1920's solution](#)

582.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[kvk1920's solution](#)

583.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kvk1920's solution](#)

584.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[kvk1920's solution](#)

585.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · last AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[kvk1920's solution](#)

586.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[kvk1920's solution](#)

587.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[kvk1920's solution](#)

588.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kvk1920's solution](#)

589.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[kvk1920's solution](#)

590.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[kvk1920's solution](#)

591.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[kvk1920's solution](#)

592.

848A

[From Y to Y](#) · [Tutorial](#)

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

[kvk1920's solution](#)

593.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[kvk1920's solution](#)

594.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · last AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[kvk1920's solution](#)

595.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

596.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1600 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[kvk1920's solution](#)

597.

822C

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

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[kvk1920's solution](#)

598.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[kvk1920's solution](#)

599.

814C

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Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[kvk1920's solution](#)

600.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · last AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[kvk1920's solution](#)

601.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[kvk1920's solution](#)

602.

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
[kvk1920's solution](#)

603.

780C

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

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[kvk1920's solution](#)

604.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[kvk1920's solution](#)

605.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[kvk1920's solution](#)

606.

764C

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

Rating: 1600 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[kvk1920's solution](#)

607.

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
[kvk1920's solution](#)

608.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[kvk1920's solution](#)

609.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[kvk1920's solution](#)

610.

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

611.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kvk1920's solution](#)

612.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[kvk1920's solution](#)

613.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory

[kvk1920's solution](#)

614.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[kvk1920's solution](#)

615.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[kvk1920's solution](#)

616.

100950D

[AD5DD@C 3CÄ5CÔBC FC,,O Cð0CÄOD\\$8](#)

Rating: 1600 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

617.

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[kvk1920's solution](#)

618.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[kvk1920's solution](#)

619.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

620.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[kvk1920's solution](#)

621.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[kvk1920's solution](#)

622.

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

623.

445C

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

Rating: 1600 · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[kvk1920's solution](#)

624.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[kvk1920's solution](#)

625.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kvk1920's solution](#)

626.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[kvk1920's solution](#)

627.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[kvk1920's solution](#)

628.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kvk1920's solution](#)

629.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

630.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[kvk1920's solution](#)

631.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kvk1920's solution](#)

632.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[kvk1920's solution](#)

633.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[kvk1920's solution](#)

634.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: math

[kvk1920's solution](#)

635.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: binary search, two pointers

[kvk1920's solution](#)

636.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[kvk1920's solution](#)

637.

673D

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

Rating: 1600 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[kvk1920's solution](#)

638.

381C

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

Rating: 1600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[kvk1920's solution](#)

639.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: binary search, brute force

[kvk1920's solution](#)

640.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[kvk1920's solution](#)

641.

705C

[Thor](#) · [Tutorial](#)

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

[kvk1920's solution](#)

642.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: implementation

[kvk1920's solution](#)

643.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[kvk1920's solution](#)

644.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[kvk1920's solution](#)

645.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: binary search, dp
[kvk1920's solution](#)

646.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[kvk1920's solution](#)

647.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

648.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[kvk1920's solution](#)

649.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,833 global accepts · Rating: 1600 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[kvk1920's solution](#)

650.

665A

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

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

651.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[kvk1920's solution](#)

652.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1600 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
[kvk1920's solution](#)

653.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,320 global accepts · Rating: 1600 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

654.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math
[kvk1920's solution](#)

655.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: dfs and similar
[kvk1920's solution](#)

656.

23B

[Party](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1600 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math
[kvk1920's solution](#)

657.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[kvk1920's solution](#)

658.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,496 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[kvk1920's solution](#)

659.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,165 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[kvk1920's solution](#)

660.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[kvk1920's solution](#)

661.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[kvk1920's solution](#)

662.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[kvk1920's solution](#)

663.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings
[kvk1920's solution](#)

664.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[kvk1920's solution](#)

665.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[kvk1920's solution](#)

666.

1314A

[Recommendations](#) · [Tutorial](#)

Quality: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kvk1920's solution](#)

667.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kvk1920's solution](#)

668.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

669.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[kvk1920's solution](#)

670.

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

[kvk1920's solution](#)

671.

1056C

[Pick Heroes](#) · [Tutorial](#)

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

[kvk1920's solution](#)

672.

1043D

[Mysterious Crime](#) · [Tutorial](#)

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

[kvk1920's solution](#)

673.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[kvk1920's solution](#)

674.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[kvk1920's solution](#)

675.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[kvk1920's solution](#)

676.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[kvk1920's solution](#)

677.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[kvk1920's solution](#)

678.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[kvk1920's solution](#)

679.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[kvk1920's solution](#)

680.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[kvk1920's solution](#)

681.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[kvk1920's solution](#)

682.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kvk1920's solution](#)

683.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[kvk1920's solution](#)

684.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[kvk1920's solution](#)

685.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[kvk1920's solution](#)

686.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy

[kvk1920's solution](#)

687.

896A

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

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[kvk1920's solution](#)

688.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[kvk1920's solution](#)

689.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[kvk1920's solution](#)

690.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[kvk1920's solution](#)

691.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[kvk1920's solution](#)

692.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[kvk1920's solution](#)

693.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[kvk1920's solution](#)

694.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special
[kvk1920's solution](#)

695.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[kvk1920's solution](#)

696.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2017-03-21 · last AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[kvk1920's solution](#)

697.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[kvk1920's solution](#)

698.

769D

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

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

[kvk1920's solution](#)

699.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[kvk1920's solution](#)

700.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[kvk1920's solution](#)

701.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[kvk1920's solution](#)

702.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

703.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

704.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[kvk1920's solution](#)

705.

729C

[Road to Cinema](#) · [Tutorial](#)

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

[kvk1920's solution](#)

706.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[kvk1920's solution](#)

707.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[kvk1920's solution](#)

708.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

709.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

710.

719C

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

Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[kvk1920's solution](#)

711.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[kvk1920's solution](#)

712.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 1700 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kvk1920's solution](#)

713.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[kvk1920's solution](#)

714.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[kvk1920's solution](#)

715.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kvk1920's solution](#)

716.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,096 global accepts · Rating: 1700 · first AC: 2016-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[kvk1920's solution](#)

717.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

718.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
[kvk1920's solution](#)

719.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: data structures, sortings
[kvk1920's solution](#)

720.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: dp, greedy
[kvk1920's solution](#)

721.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

722.

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-08-14 · last AC: 2016-08-20 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths
[kvk1920's solution](#)

723.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation
[kvk1920's solution](#)

724.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: math, number theory
[kvk1920's solution](#)

725.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-08-14 · last AC: 2016-08-14 · GNU C++11 (first AC) · Tags: data structures, implementation
[kvk1920's solution](#)

726.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,892 global accepts · Rating: 1700 · first AC: 2016-08-06 · last AC: 2016-08-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[kvk1920's solution](#)

727.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers
[kvk1920's solution](#)

728.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[kvk1920's solution](#)

729.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[kvk1920's solution](#)

730.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math
[kvk1920's solution](#)

731.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: dp, sortings
[kvk1920's solution](#)

732.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[kvk1920's solution](#)

733.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[kvk1920's solution](#)

734.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math
[kvk1920's solution](#)

735.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: geometry, math
[kvk1920's solution](#)

736.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math
[kvk1920's solution](#)

737.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: implementation, math
[kvk1920's solution](#)

738.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[kvk1920's solution](#)

739.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,943 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[kvk1920's solution](#)

740.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[kvk1920's solution](#)

741.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[kvk1920's solution](#)

742.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kvk1920's solution](#)

743.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[kvk1920's solution](#)

744.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kvk1920's solution](#)

745.

1208C

[Magic Grid](#) · [Tutorial](#)

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

[kvk1920's solution](#)

746.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-07-01 · PyPy 3 (first AC) · Tags: implementation, math

[kvk1920's solution](#)

747.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[kvk1920's solution](#)

748.

1067B

[Multihedgehog](#) · [Tutorial](#)

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

[kvk1920's solution](#)

749.

1034A

[Enlarge GCD](#) · [Tutorial](#)

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

[kvk1920's solution](#)

750.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kvk1920's solution](#)

751.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[kvk1920's solution](#)

752.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kvk1920's solution](#)

753.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[kvk1920's solution](#)

754.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[kvk1920's solution](#)

755.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[kvk1920's solution](#)

756.

914C

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

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[kvk1920's solution](#)

757.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[kvk1920's solution](#)

758.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kvk1920's solution](#)

759.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kvk1920's solution](#)

760.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[kvk1920's solution](#)

761.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2017-10-25 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[kvk1920's solution](#)

762.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and

conquer

[kvk1920's solution](#)

763.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[kvk1920's solution](#)

764.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[kvk1920's solution](#)

765.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[kvk1920's solution](#)

766.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

767.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[kvk1920's solution](#)

768.

822D

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

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[kvk1920's solution](#)

769.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[kvk1920's solution](#)

770.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[kvk1920's solution](#)

771.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[kvk1920's solution](#)

772.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kvk1920's solution](#)

773.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[kvk1920's solution](#)

774.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy

[kvk1920's solution](#)

775.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[kvk1920's solution](#)

776.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[kvk1920's solution](#)

777.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[kvk1920's solution](#)

778.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,182 global accepts · Rating: 1800 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[kvk1920's solution](#)

779.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[kvk1920's solution](#)

780.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kvk1920's solution](#)

781.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2016-12-13 · last AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kvk1920's solution](#)

782.

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[kvk1920's solution](#)

783.

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[kvk1920's solution](#)

784.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[kvk1920's solution](#)

785.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[kvk1920's solution](#)

786.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kvk1920's solution](#)

787.

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

[kvk1920's solution](#)

788.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, implementation

[kvk1920's solution](#)

789.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[kvk1920's solution](#)

790.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[kvk1920's solution](#)

791.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kvk1920's solution](#)

792.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[kvk1920's solution](#)

793.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,395 global accepts · Rating: 1800 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[kvk1920's solution](#)

794.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 1800 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[kvk1920's solution](#)

795.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: binary search, number theory

[kvk1920's solution](#)

796.

645D

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

Quality: 3,341 global accepts · Rating: 1800 · first AC: 2016-08-27 · last AC: 2016-08-27 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[kvk1920's solution](#)

797.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

798.

669D

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

Rating: 1800 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[kvk1920's solution](#)

799.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[kvk1920's solution](#)

800.

706D

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

Quality: 12,591 global accepts · Rating: 1800 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[kvk1920's solution](#)

801.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: dp, strings

[kvk1920's solution](#)

802.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[kvk1920's solution](#)

803.

281D

[Maximum Xor Secondary](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: two pointers

[kvk1920's solution](#)

804.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, strings
[kvk1920's solution](#)

805.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[kvk1920's solution](#)

806.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[kvk1920's solution](#)

807.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-22 · GNU C++11 (first AC) · Tags: greedy
[kvk1920's solution](#)

808.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation
[kvk1920's solution](#)

809.

652C

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Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers
[kvk1920's solution](#)

810.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: geometry, math
[kvk1920's solution](#)

811.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[kvk1920's solution](#)

812.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: greedy, sortings
[kvk1920's solution](#)

813.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[kvk1920's solution](#)

814.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[kvk1920's solution](#)

815.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

816.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[kvk1920's solution](#)

817.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[kvk1920's solution](#)

818.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: games, matrices, probabilities

[kvk1920's solution](#)

819.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[kvk1920's solution](#)

820.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[kvk1920's solution](#)

821.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kvk1920's solution](#)

822.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[kvk1920's solution](#)

823.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[kvk1920's solution](#)

824.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[kvk1920's solution](#)

825.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[kvk1920's solution](#)

826.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[kvk1920's solution](#)

827.

1055C

[Lucky Days](#) · [Tutorial](#)

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

[kvk1920's solution](#)

828.

1043E

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

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

[kvk1920's solution](#)

829.

1067A

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

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

[kvk1920's solution](#)

830.

1012C

[Hills](#) · [Tutorial](#)

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

[kvk1920's solution](#)

831.

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

[kvk1920's solution](#)

832.

965D

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

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[kvk1920's solution](#)

833.

959E

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

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

[kvk1920's solution](#)

834.

959D

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

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

[kvk1920's solution](#)

835.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[kvk1920's solution](#)

836.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[kvk1920's solution](#)

837.

928C

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

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[kvk1920's solution](#)

838.

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-02-04 · last AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[kvk1920's solution](#)

839.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[kvk1920's solution](#)

840.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[kvk1920's solution](#)

841.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[kvk1920's solution](#)

842.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,104 global accepts · Rating: 1900 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[kvk1920's solution](#)

843.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[kvk1920's solution](#)

844.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[kvk1920's solution](#)

845.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[kvk1920's solution](#)

846.

803C

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847.

803D

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848.

796C

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849.

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850.

784F

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851.

784D

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853.

558C

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854.

6E

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856.

757C

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857.

69D

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740D

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859.

729E

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860.

731F

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861.

57C

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362C

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724D

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864.

63D

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865.

566D

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866.

577B

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867.

488B

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868.

722D

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869.

463D

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870.

463C

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871.

479E

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872.

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873.

41D

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874.

16D

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875.

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876.

476D

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877.

309C

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878.

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879.

687C

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880.

685B

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881.

607B

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882.

702D

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883.

701D

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884.

660D

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885.

656A

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886.

633C

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887.

55C

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888.

630E

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889.

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890.

1316D

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

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891.

896B

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892.

1157F

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893.

776D

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894.

468B

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895.

1366D

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896.

1280C

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897.

1200E

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Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
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898.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
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899.

940E

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[kvk1920's solution](#)

900.

938D

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[kvk1920's solution](#)

901.

899E

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Quality: 3,519 global accepts · Rating: 2000 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
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902.

911E

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[kvk1920's solution](#)

903.

889B

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904.

864E

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905.

855C

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906.

818C

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907.

817E

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908.

814D

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909.

611D

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910.

641E

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777E

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912.

784G

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913.

784B

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914.

784E

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915.

792C

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[kvk1920's solution](#)

916.

787C

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917.

767C

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918.

766D

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919.

621E

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920.

50C

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921.

758D

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922.

749D

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923.

629C

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924.

721D

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925.

63E

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926.

61C

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927.

34E

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928.

33D

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929.

31D

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Quality: 1,228 global accepts · Rating: 2000 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
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930.

29D

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[kvk1920's solution](#)

931.

710E

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932.

381E

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Rating: 2000 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: data structures
[kvk1920's solution](#)

933.

380C

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934.

466B

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Quality: 5,267 global accepts · Rating: 2000 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: brute force, math
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935.

242E

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936.

20B

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Quality: 4,805 global accepts · Rating: 2000 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: math
[kvk1920's solution](#)

937.

8C

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Quality: 4,212 global accepts · Rating: 2000 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: bitmasks, dp

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938.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[kvk1920's solution](#)

939.

672D

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Rating: 2000 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: binary search, greedy

[kvk1920's solution](#)

940.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

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941.

6300

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Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: geometry

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942.

1499D

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943.

455C

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Quality: 6,467 global accepts · Rating: 2100 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

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944.

1392E

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945.

1333D

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946.

1372D

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Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[kvk1920's solution](#)

947.

452C

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Quality: 1,750 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[kvk1920's solution](#)

948.

799D

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Quality: 666 global accepts · Rating: 2300 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[kvk1920's solution](#)

1047.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[kvk1920's solution](#)

1048.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[kvk1920's solution](#)

1049.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[kvk1920's solution](#)

1050.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[kvk1920's solution](#)

1051.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[kvk1920's solution](#)

1052.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[kvk1920's solution](#)

1053.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[kvk1920's solution](#)

1054.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: flows

[kvk1920's solution](#)

1055.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, expression parsing, graphs, implementation

[kvk1920's solution](#)

1056.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[kvk1920's solution](#)

1057.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[kvk1920's solution](#)

1058.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[kvk1920's solution](#)

1059.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[kvk1920's solution](#)

1060.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[kvk1920's solution](#)

1061.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft

[kvk1920's solution](#)

1062.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: games

[kvk1920's solution](#)

1063.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[kvk1920's solution](#)

1064.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kvk1920's solution](#)

1065.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[kvk1920's solution](#)

1066.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-02-05 · GNU C11 (first AC) · Tags: bitmasks, data structures

[kvk1920's solution](#)

1067.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[kvk1920's solution](#)

1068.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[kvk1920's solution](#)

1069.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[kvk1920's solution](#)

1070.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees

[kvk1920's solution](#)

1071.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[kvk1920's solution](#)

1072.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[kvk1920's solution](#)

1073.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kvk1920's solution](#)

1074.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[kvk1920's solution](#)

1075.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[kvk1920's solution](#)

1076.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2300 · first AC: 2017-03-26 · last AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[kvk1920's solution](#)

1077.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[kvk1920's solution](#)

1078.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[kvk1920's solution](#)

1079.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[kvk1920's solution](#)

1080.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kvk1920's solution](#)

1081.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[kvk1920's solution](#)

1082.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[kvk1920's solution](#)

1083.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-24 · last AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[kvk1920's solution](#)

1084.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[kvk1920's solution](#)

1085.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2016-09-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[kvk1920's solution](#)

1086.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[kvk1920's solution](#)

1087.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2016-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[kvk1920's solution](#)

1088.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[kvk1920's solution](#)

1089.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[kvk1920's solution](#)

1090.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[kvk1920's solution](#)

1091.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[kvk1920's solution](#)

1092.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search
[kvk1920's solution](#)

1093.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[kvk1920's solution](#)

1094.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[kvk1920's solution](#)

1095.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings
[kvk1920's solution](#)

1096.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
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1097.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[kvk1920's solution](#)

1098.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, hashing, implementation
[kvk1920's solution](#)

1099.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[kvk1920's solution](#)

1100.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[kvk1920's solution](#)

1101.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures
[kvk1920's solution](#)

1102.

1282E

[The Cake Is a Lie](#) · Tutorial

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[kvk1920's solution](#)**1103.**

1205C

[Palindromic Paths](#) · Tutorial

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

[kvk1920's solution](#)**1104.**

1089M

[Minegraphed](#) · Tutorial

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[kvk1920's solution](#)**1105.**

1045B

[Space Isaac](#) · Tutorial

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory

[kvk1920's solution](#)**1106.**

1051F

[The Shortest Statement](#) · Tutorial

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-22 · last AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[kvk1920's solution](#)**1107.**

1042F

[Leaf Sets](#) · Tutorial

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[kvk1920's solution](#)**1108.**

1036F

[Relatively Prime Powers](#) · Tutorial

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[kvk1920's solution](#)**1109.**

1038E

[Maximum Matching](#) · Tutorial

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[kvk1920's solution](#)**1110.**

1027F

[Session in BSU](#) · Tutorial

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[kvk1920's solution](#)**1111.**

916E

[Jamie and Tree](#) · Tutorial

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[kvk1920's solution](#)

1112.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 2400 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[kvk1920's solution](#)

1113.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[kvk1920's solution](#)

1114.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[kvk1920's solution](#)

1115.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[kvk1920's solution](#)

1116.

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[kvk1920's solution](#)

1117.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[kvk1920's solution](#)

1118.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[kvk1920's solution](#)

1119.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kvk1920's solution](#)

1120.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[kvk1920's solution](#)

1121.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2016-12-19 · last AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[kvk1920's solution](#)

1122.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[kvk1920's solution](#)

1123.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kvk1920's solution](#)

1124.

680E

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

Rating: 2400 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —

[kvk1920's solution](#)

1125.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: data structures

[kvk1920's solution](#)

1126.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: math

[kvk1920's solution](#)

1127.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[kvk1920's solution](#)

1128.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[kvk1920's solution](#)

1129.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kvk1920's solution](#)

1130.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[kvk1920's solution](#)

1131.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kvk1920's solution](#)

1132.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[kvk1920's solution](#)

1133.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-11-02 · last AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu
[kvk1920's solution](#)

1134.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[kvk1920's solution](#)

1135.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: trees
[kvk1920's solution](#)

1136.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[kvk1920's solution](#)

1137.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2017-07-02 · last AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[kvk1920's solution](#)

1138.

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-05-07 · last AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, probabilities, trees
[kvk1920's solution](#)

1139.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, math
[kvk1920's solution](#)

1140.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: data structures, implementation
[kvk1920's solution](#)

1141.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: geometry, sortings
[kvk1920's solution](#)

1142.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory
[kvk1920's solution](#)

1143.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[kvk1920's solution](#)

1144.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[kvk1920's solution](#)

1145.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[kvk1920's solution](#)

1146.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-17 · last AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[kvk1920's solution](#)

1147.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[kvk1920's solution](#)

1148.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[kvk1920's solution](#)

1149.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[kvk1920's solution](#)

1150.

699F

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

1151.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[kvk1920's solution](#)

1152.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[kvk1920's solution](#)

1153.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two

pointers

[kvk1920's solution](#)

1154.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[kvk1920's solution](#)

1155.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[kvk1920's solution](#)

1156.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[kvk1920's solution](#)

1157.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[kvk1920's solution](#)

1158.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-11-11 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[kvk1920's solution](#)

1159.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-31 · last AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[kvk1920's solution](#)

1160.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kvk1920's solution](#)

1161.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[kvk1920's solution](#)

1162.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kvk1920's solution](#)

1163.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-13 · last AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

1164.

1432E

[Binary String Minimizing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[kvk1920's solution](#)

1165.

1432D

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

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[kvk1920's solution](#)

1166.

1432C

[Equalize Prices Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[kvk1920's solution](#)

1167.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[kvk1920's solution](#)

1168.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: *special

[kvk1920's solution](#)

1169.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kvk1920's solution](#)

1170.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

1171.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kvk1920's solution](#)

1172.

101623K

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

Rating: — · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

1173.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[kvk1920's solution](#)

1174.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kvk1920's solution](#)

1175.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1176.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1177.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1178.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1179.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1180.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1181.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · PyPy 3 (first AC) · Tags: —
[kvk1920's solution](#)

1182.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1183.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1184.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1185.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1186.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1187.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1188.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1189.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1190.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1191.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1192.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1193.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1194.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1195.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1196.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1197.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1198.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1199.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1200.

100851L

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

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1201.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1202.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1203.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1204.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1205.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1206.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1207.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)

1208.

101617H

[Security Badges](#) · [Tutorial](#)Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1209.**

101617J

[Treasure Map](#) · [Tutorial](#)Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1210.**

101617I

[Star Arrangements](#) · [Tutorial](#)Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1211.**

101137F

[Format](#) · [Tutorial](#)Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1212.**

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)Rating: — · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: —
[kvk1920's solution](#)**1213.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1214.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1215.**

101137B

[Blocking Buffer](#) · [Tutorial](#)Rating: — · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: —
[kvk1920's solution](#)**1216.**

101137A

[Altitude](#) · [Tutorial](#)Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kvk1920's solution](#)**1217.**

101262C

[Vera and Mean Sorting](#) · [Tutorial](#)Rating: — · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)**1218.**

101262D

[Vera and Sorting](#) · [Tutorial](#)Rating: — · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1219.

101262A

[Vera and Outfits](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1220.

1017133

[A8DD8](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1221.

1017132

[A#ZC4D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1222.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1223.

100757A

[B 3Cq1C =C,,5 C`5CÔBCäGC#8](#)

Rating: — · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1224.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1225.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1226.

101536J

[B4C,q1C ;DÄ=D`5 D CCÄ<D°](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1227.

101466F

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

Rating: — · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1228.

101466B

[Maximum Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1229.

101466A

[Gaby And Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1230.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1231.

101466H

[Logo](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1232.

101261C

[Retroactive Queue](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1233.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1234.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1235.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1236.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1237.

101498H

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

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1238.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1239.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1240.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1241.

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1242.

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1243.

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1244.

100005B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1245.

100005A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1246.

101320B

[Problem Muffin. Robot on the Field](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1247.

101320A

[Problem Eclair. Open Olympiad in Design](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1248.

100235F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1249.

100235E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1250.

100235D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1251.

100235C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1252.

100235B

[B · Tutorial](#)

Rating: — · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1253.

100235A

[A · Tutorial](#)

Rating: — · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1254.

100910E

[A · Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1255.

100246D

[A · Tutorial](#)

Rating: — · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1256.

100246C

[C · Tutorial](#)

Rating: — · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1257.

100246B

[B · Tutorial](#)

Rating: — · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1258.

100246A

[A · Tutorial](#)

Rating: — · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1259.

100135K

[K · Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1260.

100135I

[I · Tutorial](#)

Rating: — · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1261.

100135J

[J · Tutorial](#)

Rating: — · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1262.

100135G

[G · Tutorial](#)

Rating: — · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1274.

1008826

[A48665D HC HC#8](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1275.

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Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1276.

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[A65077C D:C =C :C =C,,:D4;C E](#)

Rating: — · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1277.

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Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1278.

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Rating: — · first AC: 2016-12-04 · last AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1279.

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Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

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Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1281.

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[D · Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1282.

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[C · Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1283.

100255B

[B · Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1284.

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[A · Tutorial](#)

Rating: — · first AC: 2016-11-29 · last AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1285.

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Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1286.

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Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1287.

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Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

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[B-CCÄ#C =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1289.

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Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1290.

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[A@CÄ5CÔ0 C CC#2](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1291.

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Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[kvk1920's solution](#)

1292.

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Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
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