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Unique solved — manoprenko

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

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

Filters: none

Count: 465

1.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)
[manoprenko's solution](#)

2.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)
[manoprenko's solution](#)

3.

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

4.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)
[manoprenko's solution](#)

5.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)
[manoprenko's solution](#)

6.

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

7.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · Python 3 (first AC) · Tags: [implementation](#)
[manoprenko's solution](#)

8.

680A

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

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · Python 3 (first AC) · Tags: [constructive algorithms](#), [implementation](#)
[manoprenko's solution](#)

9.

599A

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

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-11-20 · Python 3 (first AC) · Tags: [implementation](#)
[manoprenko's solution](#)

10.

472A

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

Quality: 70,785 global accepts · Rating: 800 · first AC: 2014-09-28 · Python 3 (first AC) · Tags: math, number theory

[manoprenko's solution](#)

11.

440A

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

Quality: 8,937 global accepts · Rating: 800 · first AC: 2014-06-09 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

12.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2014-05-02 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

13.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[manoprenko's solution](#)

14.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[manoprenko's solution](#)

15.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[manoprenko's solution](#)

16.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[manoprenko's solution](#)

17.

439A

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

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-05 · Python 3 (first AC) · Tags: greedy, implementation

[manoprenko's solution](#)

18.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2014-05-19 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees

[manoprenko's solution](#)

19.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2014-03-30 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

20.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2014-03-22 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[manoprenko's solution](#)

21.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[manoprenko's solution](#)

22.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[manoprenko's solution](#)

23.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,415 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[manoprenko's solution](#)

24.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · Python 3 (first AC) · Tags: brute force

[manoprenko's solution](#)

25.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[manoprenko's solution](#)

26.

727A

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

Quality: 18,028 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[manoprenko's solution](#)

27.

688B

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

Quality: 36,025 global accepts · Rating: 1000 · first AC: 2016-06-29 · Python 3 (first AC) · Tags: constructive algorithms, math

[manoprenko's solution](#)

28.

680B

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

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[manoprenko's solution](#)

29.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2014-09-29 · Python 3 (first AC) · Tags: greedy

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30.

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

31.

435A

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

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-05-30 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

32.

400A

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

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

33.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[manoprenko's solution](#)

34.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · Ruby (first AC) · Tags: *special, constructive algorithms, math
[manoprenko's solution](#)

35.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · Python 3 (first AC) · Tags: brute force, implementation
[manoprenko's solution](#)

36.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · Python 3 (first AC) · Tags: greedy, implementation
[manoprenko's solution](#)

37.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · Python 3 (first AC) · Tags: geometry, implementation
[manoprenko's solution](#)

38.

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · Java 8 (first AC) · Tags: *special, data structures, dp, implementation
[manoprenko's solution](#)

39.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-01-27 · Python 3 (first AC) · Tags: brute force
[manoprenko's solution](#)

40.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · Python 3 (first AC) · Tags: implementation
[manoprenko's solution](#)

41.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1100 · first AC: 2014-06-15 · Python 3 (first AC) · Tags: brute force, implementation
[manoprenko's solution](#)

42.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2014-05-15 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[manoprenko's solution](#)

43.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-02 · Python 3 (first AC) · Tags: data structures, implementation

[manoprenko's solution](#)

44.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · Java 7 (first AC) · Tags: —

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45.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-08-30 · Python 3 (first AC) · Tags: binary search, brute force, math

[manoprenko's solution](#)

46.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[manoprenko's solution](#)

47.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[manoprenko's solution](#)

48.

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

[manoprenko's solution](#)

49.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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50.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[manoprenko's solution](#)

51.

928A

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

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[manoprenko's solution](#)

52.

940A

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Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[manoprenko's solution](#)

53.

914B

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

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[manoprenko's solution](#)

54.

769B

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

[manoprenko's solution](#)

55.

639A

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

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

[manoprenko's solution](#)

56.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[manoprenko's solution](#)

57.

186B

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

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2014-09-29 · Python 3 (first AC) · Tags: greedy, sortings

[manoprenko's solution](#)

58.

439B

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

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

[manoprenko's solution](#)

59.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2014-03-30 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

60.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[manoprenko's solution](#)

61.

2041A

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Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-08-30 · Python 3 (first AC) · Tags: implementation, sortings

[manoprenko's solution](#)

62.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-11-23 · last AC: 2019-11-23 · Java 8 (first AC) · Tags: greedy, sortings

[manoprenko's solution](#)

63.

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[manoprenko's solution](#)

64.

886C

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Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[manoprenko's solution](#)

65.

840A

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66.

640A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[manoprenko's solution](#)

67.

526A

[King of Thieves](#) · [Tutorial](#)

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68.

508B

[Anton and currency you all know](#) · [Tutorial](#)

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69.

437A

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70.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2014-05-29 · Python 3 (first AC) · Tags: data structures, implementation, math

[manoprenko's solution](#)

71.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,949 global accepts · Rating: 1300 · first AC: 2014-05-19 · Python 3 (first AC) · Tags: dp, implementation

[manoprenko's solution](#)

72.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: implementation, sortings

[manoprenko's solution](#)

73.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: brute force, implementation

[manoprenko's solution](#)

74.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-05-12 · Python 3 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[manoprenko's solution](#)

75.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[manoprenko's solution](#)

76.

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

[manoprenko's solution](#)

77.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[manoprenko's solution](#)

78.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,178 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[manoprenko's solution](#)

79.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-15 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math

[manoprenko's solution](#)

80.

680C

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

Rating: 1400 · first AC: 2016-06-08 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[manoprenko's solution](#)

81.

602B

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

Quality: 12,081 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[manoprenko's solution](#)

82.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Python 3 (first AC) · Tags: dfs and similar, greedy, implementation

[manoprenko's solution](#)

83.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · Python 3 (first AC) · Tags: greedy, sortings

[manoprenko's solution](#)

84.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2014-10-06 · Python 3 (first AC) · Tags: dfs and similar, dsu

[manoprenko's solution](#)

85.

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[manoprenko's solution](#)

86.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Python 3 (first AC) · Tags: greedy

[manoprenko's solution](#)

87.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2014-09-15 · Python 3 (first AC) · Tags: dp

[manoprenko's solution](#)

88.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-30 · Java 7 (first AC) · Tags: implementation, math

[manoprenko's solution](#)

89.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · Python 3 (first AC) · Tags: greedy, implementation

[manoprenko's solution](#)

90.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · Python 3 (first AC) · Tags: greedy

[manoprenko's solution](#)

91.

287C

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

Rating: 1400 · first AC: 2014-05-26 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[manoprenko's solution](#)

92.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: greedy, implementation

[manoprenko's solution](#)

93.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: greedy, implementation

[manoprenko's solution](#)

94.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · Python 3 (first AC) · Tags: brute force, two pointers

[manoprenko's solution](#)

95.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[manoprenko's solution](#)

96.

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

[manoprenko's solution](#)

97.

944C

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

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

[manoprenko's solution](#)

98.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, strings

[manoprenko's solution](#)

99.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[manoprenko's solution](#)

100.

847A

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

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[manoprenko's solution](#)

101.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[manoprenko's solution](#)

102.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[manoprenko's solution](#)

103.

771A

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

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[manoprenko's solution](#)

104.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[manoprenko's solution](#)

105.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · Java 8 (first AC) · Tags: implementation

[manoprenko's solution](#)

106.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2014-10-06 · Python 3 (first AC) · Tags: dfs and similar

[manoprenko's solution](#)

107.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2014-10-06 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs

[manoprenko's solution](#)

108.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2014-09-29 · Python 3 (first AC) · Tags: greedy

[manoprenko's solution](#)

109.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-30 · Java 7 (first AC) · Tags: greedy

[manoprenko's solution](#)

110.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[manoprenko's solution](#)

111.

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2014-06-01 · Python 3 (first AC) · Tags: bitmasks, greedy, implementation, sortings

[manoprenko's solution](#)

112.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-05-12 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[manoprenko's solution](#)

113.

276C

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

Quality: 39,563 global accepts · Rating: 1500 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: data structures, greedy, implementation, sortings

[manoprenko's solution](#)

114.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

115.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[manoprenko's solution](#)

116.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[manoprenko's solution](#)

117.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[manoprenko's solution](#)

118.

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

[manoprenko's solution](#)

119.

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

[manoprenko's solution](#)

120.

923B

[Producing Snow](#) · [Tutorial](#)

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

121.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[manoprenko's solution](#)

122.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[manoprenko's solution](#)

123.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[manoprenko's solution](#)

124.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[manoprenko's solution](#)

125.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · Python 3 (first AC) · Tags: expression parsing, implementation, strings
[manoprenko's solution](#)

126.

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[manoprenko's solution](#)

127.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · Java 8 (first AC) · Tags: sortings
[manoprenko's solution](#)

128.

524A

[A\\$>Ct=Ci&CÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: implementation
[manoprenko's solution](#)

129.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2015-01-27 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[manoprenko's solution](#)

130.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: binary search, sortings, two pointers
[manoprenko's solution](#)

131.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2014-06-02 · Java 7 (first AC) · Tags: bitmasks

[manoprenko's solution](#)

132.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · Python 3 (first AC) · Tags: implementation

[manoprenko's solution](#)

133.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2014-05-19 · Python 3 (first AC) · Tags: dfs and similar, graphs

[manoprenko's solution](#)

134.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: geometry, math

[manoprenko's solution](#)

135.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 1700 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[manoprenko's solution](#)

136.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[manoprenko's solution](#)

137.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[manoprenko's solution](#)

138.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[manoprenko's solution](#)

139.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math

[manoprenko's solution](#)

140.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[manoprenko's solution](#)

141.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,763 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

[manoprenko's solution](#)

142.

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

[manoprenko's solution](#)

143.

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

[manoprenko's solution](#)

144.

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

[manoprenko's solution](#)

145.

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[manoprenko's solution](#)

146.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · Python 3 (first AC) · Tags: binary search, math

[manoprenko's solution](#)

147.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · last AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[manoprenko's solution](#)

148.

769C

[Cycle In Maze](#) · [Tutorial](#)

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

[manoprenko's solution](#)

149.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · Java 8 (first AC) · Tags: combinatorics, greedy, sortings

[manoprenko's solution](#)

150.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[manoprenko's solution](#)

151.

524B

[BD>D\\$> CÔC CÔCÄÖD\\$ä 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy

[manoprenko's solution](#)

152.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: dp, graphs, shortest paths
[manoprenko's solution](#)

153.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: binary search, math
[manoprenko's solution](#)

154.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2014-10-06 · Python 3 (first AC) · Tags: dfs and similar, implementation
[manoprenko's solution](#)

155.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2014-09-22 · Java 7 (first AC) · Tags: dp
[manoprenko's solution](#)

156.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2014-09-22 · Java 7 (first AC) · Tags: dp
[manoprenko's solution](#)

157.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2014-09-15 · Python 3 (first AC) · Tags: dp, greedy
[manoprenko's solution](#)

158.

439D

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

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-06-06 · Java 7 (first AC) · Tags: binary search, sortings, ternary search, two pointers
[manoprenko's solution](#)

159.

439C

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

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-06 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[manoprenko's solution](#)

160.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2014-06-02 · Python 3 (first AC) · Tags: constructive algorithms
[manoprenko's solution](#)

161.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2014-05-19 · Java 7 (first AC) · Tags: dp, implementation, two pointers
[manoprenko's solution](#)

162.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-15 · Java 7 (first AC) · Tags: dfs and similar, graphs, two pointers
[manoprenko's solution](#)

163.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-05-12 · Python 3 (first AC) · Tags: *special

[manoprenko's solution](#)

164.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: greedy, implementation

[manoprenko's solution](#)

165.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[manoprenko's solution](#)

166.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[manoprenko's solution](#)

167.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[manoprenko's solution](#)

168.

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

[manoprenko's solution](#)

169.

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

[manoprenko's solution](#)

170.

914C

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

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[manoprenko's solution](#)

171.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[manoprenko's solution](#)

172.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[manoprenko's solution](#)

173.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[manoprenko's solution](#)

174.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[manoprenko's solution](#)

175.

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

[manoprenko's solution](#)

176.

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

[manoprenko's solution](#)

177.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[manoprenko's solution](#)

178.

532E

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

Rating: 1800 · first AC: 2015-04-17 · Python 3 (first AC) · Tags: —

[manoprenko's solution](#)

179.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: shortest paths

[manoprenko's solution](#)

180.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: binary search, math, sortings

[manoprenko's solution](#)

181.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: binary search, brute force

[manoprenko's solution](#)

182.

51C

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

Quality: 2,915 global accepts · Rating: 1800 · first AC: 2014-09-29 · Java 7 (first AC) · Tags: binary search, greedy

[manoprenko's solution](#)

183.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2014-09-29 · Python 3 (first AC) · Tags: greedy, sortings

[manoprenko's solution](#)

184.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2014-09-22 · Java 7 (first AC) · Tags: dp

[manoprenko's solution](#)

185.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-30 · Java 7 (first AC) · Tags: dsu, graphs, greedy, trees
[manoprenko's solution](#)

186.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2014-05-29 · Java 7 (first AC) · Tags: binary search, implementation
[manoprenko's solution](#)

187.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2014-05-26 · Java 7 (first AC) · Tags: constructive algorithms, greedy, sortings
[manoprenko's solution](#)

188.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2014-05-26 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings
[manoprenko's solution](#)

189.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

190.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp
[manoprenko's solution](#)

191.

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
[manoprenko's solution](#)

192.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures
[manoprenko's solution](#)

193.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[manoprenko's solution](#)

194.

944E

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

Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[manoprenko's solution](#)

195.

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
[manoprenko's solution](#)

196.

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[manoprenko's solution](#)

197.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
[manoprenko's solution](#)

198.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[manoprenko's solution](#)

199.

640B

[Seasons](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: *special
[manoprenko's solution](#)

200.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2015-04-17 · Java 7 (first AC) · Tags: data structures, dp, strings
[manoprenko's solution](#)

201.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings
[manoprenko's solution](#)

202.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: shortest paths
[manoprenko's solution](#)

203.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: graphs, shortest paths
[manoprenko's solution](#)

204.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: graphs, shortest paths
[manoprenko's solution](#)

205.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2014-09-29 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[manoprenko's solution](#)

206.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2014-09-22 · Python 3 (first AC) · Tags: dp
[manoprenko's solution](#)

207.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2014-09-15 · Java 7 (first AC) · Tags: dp

[manoprenko's solution](#)

208.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2014-05-15 · Java 7 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[manoprenko's solution](#)

209.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[manoprenko's solution](#)

210.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[manoprenko's solution](#)

211.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[manoprenko's solution](#)

212.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[manoprenko's solution](#)

213.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[manoprenko's solution](#)

214.

773B

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

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

[manoprenko's solution](#)

215.

786A

[Berzerk](#) · [Tutorial](#)

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

[manoprenko's solution](#)

216.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[manoprenko's solution](#)

217.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-10-06 · Python 3 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[manoprenko's solution](#)

218.

358C

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

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2014-09-29 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[manoprenko's solution](#)

219.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

220.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[manoprenko's solution](#)

221.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[manoprenko's solution](#)

222.

840B

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

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

[manoprenko's solution](#)

223.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[manoprenko's solution](#)

224.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[manoprenko's solution](#)

225.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-09 · Java 7 (first AC) · Tags: combinatorics, dp, math

[manoprenko's solution](#)

226.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-09 · Java 7 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[manoprenko's solution](#)

227.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[manoprenko's solution](#)

228.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

229.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities
[manoprenko's solution](#)

230.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[manoprenko's solution](#)

231.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[manoprenko's solution](#)

232.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
[manoprenko's solution](#)

233.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[manoprenko's solution](#)

234.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

235.

772C

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

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory
[manoprenko's solution](#)

236.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[manoprenko's solution](#)

237.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory
[manoprenko's solution](#)

238.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

239.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

240.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
[manoprenko's solution](#)

241.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings
[manoprenko's solution](#)

242.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[manoprenko's solution](#)

243.

680E

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

Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: —
[manoprenko's solution](#)

244.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-06-09 · Java 7 (first AC) · Tags: bitmasks, dp, math, probabilities
[manoprenko's solution](#)

245.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-22 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry
[manoprenko's solution](#)

246.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[manoprenko's solution](#)

247.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

248.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

249.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

250.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

251.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

252.

103483F

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

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

253.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

254.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

255.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

256.

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

257.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

258.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

259.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

260.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

261.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

262.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

263.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

264.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

265.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

266.

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

267.

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

268.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

269.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

270.

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

271.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

272.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · last AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

273.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

274.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

275.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

276.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

277.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

278.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

279.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

280.

100438D

[RNA Secondary Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

281.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

282.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

283.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

284.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

285.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

286.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

287.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

288.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

289.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

290.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

291.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

292.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

293.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

294.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

295.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

296.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

297.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

298.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

299.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

300.

105617H

[Exploration Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

301.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

302.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

303.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

304.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

305.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

306.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

307.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

308.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

309.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

310.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

311.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

312.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

313.

106084D

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

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

314.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

315.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

316.

105453F

[Anomia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

317.

105453G

[Airport Departures' Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

318.

105453H

[The magical forest of Seih Sou](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

319.

105453E

[Generation and transmission network](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

320.

105453C

[Fair Split of the Golden Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

321.

105453D

[Deciphering Ancient Symbols](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

322.

105453B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

323.

105453A

[The Binary Chicken Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

324.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

325.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · Python 3 (first AC) · Tags: —

[manoprenko's solution](#)

326.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

327.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

328.

103373C

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

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

329.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

330.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

331.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

332.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · Python 3 (first AC) · Tags: —

[manoprenko's solution](#)

333.

105584F

[Billiards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

334.

105584E

[Colorful Residential Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

335.

105584D

[A Bug That's Not a Pill Bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

336.

105584C

[Honeycomb Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

337.

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

338.

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

339.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

340.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

341.

104871I

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

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

342.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[manoprenko's solution](#)

343.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

344.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

345.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

346.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

347.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

348.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

349.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

350.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

351.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[manoprenko's solution](#)

352.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

353.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · Python 3 (first AC) · Tags: —
[manoprenko's solution](#)

354.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

355.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

356.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

357.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

358.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

359.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

360.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

361.

104172L

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

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[manoprenko's solution](#)

362.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

363.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

364.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

365.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[manoprenko's solution](#)

366.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

367.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

368.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

369.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

370.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

371.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

372.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

373.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

374.

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · last AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

375.

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

376.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

377.

105461F

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

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

378.

105461L

[Drawing Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

379.

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

380.

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

381.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

382.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

383.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

384.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

385.

104017C

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

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

386.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

387.

104017E

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

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

388.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

389.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

390.

104017F

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

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

391.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

392.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

393.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

394.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

395.

104945B

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

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

396.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

397.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

398.

104945F

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

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

399.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

400.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

401.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

402.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

403.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

404.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

405.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

406.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

407.

105364E

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

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

408.

105364F

[Gold Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

409.

105364D

[Colored Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

410.

105364B

[Papalindromes!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

411.

105364A

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

412.

103990D

[Distance and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

413.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · Python 3 (first AC) · Tags: —

[manoprenko's solution](#)

414.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

415.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

416.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

417.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

418.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

419.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · Python 3 (first AC) · Tags: —
[manoprenko's solution](#)

420.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

421.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

422.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · Python 3 (first AC) · Tags: —
[manoprenko's solution](#)

423.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · Python 3 (first AC) · Tags: —
[manoprenko's solution](#)

424.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

425.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

426.

1035324

[AÄDDrA,,2D²Ô?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[manoprenko's solution](#)

427.

102511B

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

428.

102511G

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

429.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

430.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

431.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

432.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

433.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[manoprenko's solution](#)

434.

1302G

[Keep talking and nobody explodes -- medium](#) · [Tutorial](#)

Quality: 23 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[manoprenko's solution](#)

435.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[manoprenko's solution](#)

436.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing
[manoprenko's solution](#)

437.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[manoprenko's solution](#)

438.

1302B

[DAG](#) · [Tutorial](#)

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