

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

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# Unique solved — meshanya

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

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

Filters: none

Count: 380

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: implementation, math  
[meshanya's solution](#)

2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,541 global accepts · Rating: 800 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: greedy  
[meshanya's solution](#)

3.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[meshanya's solution](#)

4.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[meshanya's solution](#)

5.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[meshanya's solution](#)

6.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[meshanya's solution](#)

7.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[meshanya's solution](#)

8.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[meshanya's solution](#)

9.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[meshanya's solution](#)

**10.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[meshanya's solution](#)

**11.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: brute force, implementation  
[meshanya's solution](#)

**12.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++0x (first AC) · Tags: \*special, implementation, sortings  
[meshanya's solution](#)

**13.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: \*special, brute force, implementation  
[meshanya's solution](#)

**14.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, implementation  
[meshanya's solution](#)

**15.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-17 · GNU C++ (first AC) · Tags: implementation  
[meshanya's solution](#)

**16.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
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**17.**

1709B

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Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation  
[meshanya's solution](#)

**18.**

549A

[Face Detection](#) · [Tutorial](#)

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

**19.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: math, number theory  
[meshanya's solution](#)

**20.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings  
[meshanya's solution](#)

**21.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[meshanya's solution](#)

**22.**

641A

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

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

**23.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation  
[meshanya's solution](#)

**24.**

452A

[Eevee](#) · [Tutorial](#)

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

**25.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation  
[meshanya's solution](#)

**26.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math  
[meshanya's solution](#)

**27.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[meshanya's solution](#)

**28.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[meshanya's solution](#)

**29.**

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: \*special, data structures, dp, implementation  
[meshanya's solution](#)

**30.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp  
[meshanya's solution](#)

**31.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-30 · GNU C++ (first AC) · Tags: greedy, math

[meshanya's solution](#)

**32.**

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-11 · GNU C++ (first AC) · Tags: math

[meshanya's solution](#)

**33.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,826 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[meshanya's solution](#)

**34.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-30 · GNU C++ (first AC) · Tags: implementation

[meshanya's solution](#)

**35.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[meshanya's solution](#)

**36.**

639A

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

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

[meshanya's solution](#)

**37.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[meshanya's solution](#)

**38.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[meshanya's solution](#)

**39.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[meshanya's solution](#)

**40.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[meshanya's solution](#)

**41.**

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings

[meshanya's solution](#)

**42.**

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: \*special, implementation, number theory  
[meshanya's solution](#)

**43.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation  
[meshanya's solution](#)

**44.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[meshanya's solution](#)

**45.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[meshanya's solution](#)

**46.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers  
[meshanya's solution](#)

**47.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: implementation, math, number theory  
[meshanya's solution](#)

**48.**

526A

[King of Thieves](#) · [Tutorial](#)

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

**49.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++0x (first AC) · Tags: \*special, implementation, strings  
[meshanya's solution](#)

**50.**

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math  
[meshanya's solution](#)

**51.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers  
[meshanya's solution](#)

**52.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, brute force, number theory  
[meshanya's solution](#)

**53.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[meshanya's solution](#)

**54.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings  
[meshanya's solution](#)

**55.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-08-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[meshanya's solution](#)

**56.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 1400 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[meshanya's solution](#)

**57.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy  
[meshanya's solution](#)

**58.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[meshanya's solution](#)

**59.**

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: constructive algorithms, implementation  
[meshanya's solution](#)

**60.**

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-26 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math  
[meshanya's solution](#)

**61.**

641B

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

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

**62.**

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation  
[meshanya's solution](#)

**63.**

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation  
[meshanya's solution](#)

**64.**

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[meshanya's solution](#)

**65.**

445B

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

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**66.**

438A

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

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

[meshanya's solution](#)

**67.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[meshanya's solution](#)

**68.**

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[meshanya's solution](#)

**69.**

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[meshanya's solution](#)

**70.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: implementation

[meshanya's solution](#)

**71.**

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[meshanya's solution](#)

**72.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-04-11 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[meshanya's solution](#)

**73.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-04-05 · GNU C++ (first AC) · Tags: games, math, number theory

[meshanya's solution](#)

**74.**

158C

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

Quality: 10,391 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, data structures, implementation

[meshanya's solution](#)

**75.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[meshanya's solution](#)

**76.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[meshanya's solution](#)

**77.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation  
[meshanya's solution](#)

**78.**

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —  
[meshanya's solution](#)

**79.**

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-19 · GNU C++ (first AC) · Tags: —  
[meshanya's solution](#)

**80.**

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: implementation  
[meshanya's solution](#)

**81.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation  
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**82.**

504A

[Misha and Forest](#) · [Tutorial](#)

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

**83.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy  
[meshanya's solution](#)

**84.**

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[meshanya's solution](#)

**85.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths  
[meshanya's solution](#)

**86.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[meshanya's solution](#)

**87.**

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings  
[meshanya's solution](#)

**88.**

256A

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

Rating: 1500 · first AC: 2012-12-29 · last AC: 2012-12-29 · GNU C++ (first AC) · Tags: binary search, dp, two pointers  
[meshanya's solution](#)

**89.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp  
[meshanya's solution](#)

**90.**

172D

[Calendar Reform](#) · [Tutorial](#)

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

**91.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: \*special, implementation, sortings  
[meshanya's solution](#)

**92.**

128A

[Statues](#) · [Tutorial](#)

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

**93.**

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-30 · GNU C++ (first AC) · Tags: strings  
[meshanya's solution](#)

**94.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[meshanya's solution](#)

**95.**

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[meshanya's solution](#)

**96.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[meshanya's solution](#)



**108.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: greedy

[meshanya's solution](#)

**109.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[meshanya's solution](#)

**110.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++0x (first AC) · Tags: brute force

[meshanya's solution](#)

**111.**

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++0x (first AC) · Tags: \*special, greedy

[meshanya's solution](#)

**112.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++0x (first AC) · Tags: \*special, bitmasks, brute force, implementation

[meshanya's solution](#)

**113.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[meshanya's solution](#)

**114.**

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2012-04-05 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[meshanya's solution](#)

**115.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[meshanya's solution](#)

**116.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[meshanya's solution](#)

**117.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-14 · GNU C++ (first AC) · Tags: brute force, geometry, math

[meshanya's solution](#)

**118.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: implementation, strings

[meshanya's solution](#)

**119.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[meshanya's solution](#)

**120.**

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-08-18 · GNU C++ (first AC) · Tags: math

[meshanya's solution](#)

**121.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[meshanya's solution](#)

**122.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[meshanya's solution](#)

**123.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[meshanya's solution](#)

**124.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[meshanya's solution](#)

**125.**

1074A

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

Rating: 1700 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[meshanya's solution](#)

**126.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: dp

[meshanya's solution](#)

**127.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[meshanya's solution](#)

**128.**

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-12 · last AC: 2015-07-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[meshanya's solution](#)

**129.**

532C

[Board Game](#) · [Tutorial](#)

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

[meshanya's solution](#)

**130.**

524B

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

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

[meshanya's solution](#)

**131.**

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[meshanya's solution](#)

**132.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[meshanya's solution](#)

**133.**

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[meshanya's solution](#)

**134.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · last AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation

[meshanya's solution](#)

**135.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, implementation, math

[meshanya's solution](#)

**136.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[meshanya's solution](#)

**137.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[meshanya's solution](#)

**138.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[meshanya's solution](#)

**139.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

**140.**

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

**141.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[meshanya's solution](#)

**142.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[meshanya's solution](#)

**143.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: brute force, implementation

[meshanya's solution](#)

**144.**

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-14 · GNU C++ (first AC) · Tags: implementation

[meshanya's solution](#)

**145.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-19 · last AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[meshanya's solution](#)

**146.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[meshanya's solution](#)

**147.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[meshanya's solution](#)

**148.**

532E

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

Rating: 1800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**149.**

528B

[Cliques Problem](#) · [Tutorial](#)

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

[meshanya's solution](#)

**150.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[meshanya's solution](#)

**151.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees  
[meshanya's solution](#)

**152.**

452B

[4-point polyline](#) · [Tutorial](#)

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

**153.**

351A

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

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

**154.**

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: greedy  
[meshanya's solution](#)

**155.**

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: binary search, brute force, math  
[meshanya's solution](#)

**156.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search  
[meshanya's solution](#)

**157.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-04-10 · GNU C++ (first AC) · Tags: data structures, greedy  
[meshanya's solution](#)

**158.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths  
[meshanya's solution](#)

**159.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees  
[meshanya's solution](#)

**160.**

145B

[Lucky Number 2](#) · [Tutorial](#)

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

**161.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation  
[meshanya's solution](#)

**162.**

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math

[meshanya's solution](#)

**163.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-08-18 · GNU C++ (first AC) · Tags: data structures, greedy

[meshanya's solution](#)

**164.**

105B

[Dark Assembly](#) · [Tutorial](#)

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

[meshanya's solution](#)

**165.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[meshanya's solution](#)

**166.**

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[meshanya's solution](#)

**167.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[meshanya's solution](#)

**168.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[meshanya's solution](#)

**169.**

1074B

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

Rating: 1900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[meshanya's solution](#)

**170.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[meshanya's solution](#)

**171.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices

[meshanya's solution](#)

**172.**

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[meshanya's solution](#)

**173.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[meshanya's solution](#)

**174.**

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, sortings

[meshanya's solution](#)

**175.**

506A

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

Rating: 1900 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

**176.**

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[meshanya's solution](#)

**177.**

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[meshanya's solution](#)

**178.**

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[meshanya's solution](#)

**179.**

351B

[Jeff and Furik](#) · [Tutorial](#)

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

[meshanya's solution](#)

**180.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[meshanya's solution](#)

**181.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[meshanya's solution](#)

**182.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: dp, flows, greedy

[meshanya's solution](#)

**183.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[meshanya's solution](#)

**184.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[meshanya's solution](#)

**185.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-30 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[meshanya's solution](#)

**186.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[meshanya's solution](#)

**187.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[meshanya's solution](#)

**188.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, dp, sortings

[meshanya's solution](#)

**189.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[meshanya's solution](#)

**190.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-30 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[meshanya's solution](#)

**191.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[meshanya's solution](#)

**192.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[meshanya's solution](#)

**193.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[meshanya's solution](#)

**194.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[meshanya's solution](#)

**195.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[meshanya's solution](#)

**196.**

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: data structures

[meshanya's solution](#)

**197.**

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2015-07-18 · GNU C++ (first AC) · Tags: two pointers

[meshanya's solution](#)

**198.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[meshanya's solution](#)

**199.**

541C

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

Rating: 2000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**200.**

532B

[Work Group](#) · [Tutorial](#)

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

[meshanya's solution](#)

**201.**

526C

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

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

[meshanya's solution](#)

**202.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: \*special, data structures

[meshanya's solution](#)

**203.**

504B

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

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

[meshanya's solution](#)

**204.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[meshanya's solution](#)

**205.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers  
[meshanya's solution](#)

**206.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp  
[meshanya's solution](#)

**207.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, strings  
[meshanya's solution](#)

**208.**

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math  
[meshanya's solution](#)

**209.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees  
[meshanya's solution](#)

**210.**

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[meshanya's solution](#)

**211.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math  
[meshanya's solution](#)

**212.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math  
[meshanya's solution](#)

**213.**

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force  
[meshanya's solution](#)

**214.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-04-17 · GNU C++ (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[meshanya's solution](#)

**215.**

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: binary search  
[meshanya's solution](#)

**216.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[meshanya's solution](#)

**217.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[meshanya's solution](#)

**218.**

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: combinatorics, dp

[meshanya's solution](#)

**219.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-17 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

**220.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, strings

[meshanya's solution](#)

**221.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[meshanya's solution](#)

**222.**

1074C

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

Rating: 2100 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[meshanya's solution](#)

**223.**

211C

[Cowboys](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-07-19 · GNU C++ (first AC) · Tags: combinatorics

[meshanya's solution](#)

**224.**

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math

[meshanya's solution](#)

**225.**

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**226.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: greedy, two pointers

[meshanya's solution](#)

**227.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: greedy

[meshanya's solution](#)

**228.**

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory

[meshanya's solution](#)

**229.**

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[meshanya's solution](#)

**230.**

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[meshanya's solution](#)

**231.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[meshanya's solution](#)

**232.**

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-04-17 · GNU C++ (first AC) · Tags: implementation, string suffix structures, strings

[meshanya's solution](#)

**233.**

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[meshanya's solution](#)

**234.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[meshanya's solution](#)

**235.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[meshanya's solution](#)

**236.**

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[meshanya's solution](#)

**237.**

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: data structures

[meshanya's solution](#)

**238.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings  
[meshanya's solution](#)

**239.**

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings  
[meshanya's solution](#)

**240.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2015-02-10 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees  
[meshanya's solution](#)

**241.**

506B

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

Rating: 2200 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[meshanya's solution](#)

**242.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: bitmasks, dp, games  
[meshanya's solution](#)

**243.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy  
[meshanya's solution](#)

**244.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy  
[meshanya's solution](#)

**245.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: greedy, math  
[meshanya's solution](#)

**246.**

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-07 · GNU C++0x (first AC) · Tags: data structures  
[meshanya's solution](#)

**247.**

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: games  
[meshanya's solution](#)

**248.**

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees  
[meshanya's solution](#)

**249.**

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: data structures, math, probabilities  
[meshanya's solution](#)

**250.**

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-07 · GNU C++ (first AC) · Tags: \*special, dfs and similar, expression parsing  
[meshanya's solution](#)

**251.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[meshanya's solution](#)

**252.**

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2011-12-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[meshanya's solution](#)

**253.**

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: brute force, math, number theory  
[meshanya's solution](#)

**254.**

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2011-08-18 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, greedy, math  
[meshanya's solution](#)

**255.**

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-08-17 · GNU C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees  
[meshanya's solution](#)

**256.**

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-14 · GNU C++ (first AC) · Tags: brute force, implementation, sortings  
[meshanya's solution](#)

**257.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math  
[meshanya's solution](#)

**258.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: math, number theory, probabilities  
[meshanya's solution](#)

**259.**

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[meshanya's solution](#)

**260.**

211B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-19 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**261.**

549B

[Looksery Party](#) · [Tutorial](#)

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

[meshanya's solution](#)

**262.**

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[meshanya's solution](#)

**263.**

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[meshanya's solution](#)

**264.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[meshanya's solution](#)

**265.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, number theory

[meshanya's solution](#)

**266.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · MS C++ (first AC) · Tags: dp, games

[meshanya's solution](#)

**267.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · last AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, dp

[meshanya's solution](#)

**268.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: string suffix structures

[meshanya's solution](#)

**269.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: combinatorics, dp, greedy

[meshanya's solution](#)

**270.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-08-17 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[meshanya's solution](#)

## 271.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[meshanya's solution](#)

## 272.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[meshanya's solution](#)

## 273.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[meshanya's solution](#)

## 274.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[meshanya's solution](#)

## 275.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-17 · last AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[meshanya's solution](#)

## 276.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[meshanya's solution](#)

## 277.

1074D

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

Rating: 2400 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[meshanya's solution](#)

## 278.

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[meshanya's solution](#)

## 279.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

## 280.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[meshanya's solution](#)

**281.**

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, two pointers  
[meshanya's solution](#)

**282.**

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: number theory  
[meshanya's solution](#)

**283.**

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2015-07-18 · GNU C++ (first AC) · Tags: flows, graphs  
[meshanya's solution](#)

**284.**

542A

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

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · last AC: 2015-05-03 · GNU C++ (first AC) · Tags: data structures, sortings  
[meshanya's solution](#)

**285.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —  
[meshanya's solution](#)

**286.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation  
[meshanya's solution](#)

**287.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, sortings  
[meshanya's solution](#)

**288.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[meshanya's solution](#)

**289.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers  
[meshanya's solution](#)

**290.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: data structures, dp, number theory  
[meshanya's solution](#)

**291.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: data structures  
[meshanya's solution](#)

**292.**

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dfs and similar, implementation  
[meshanya's solution](#)

**293.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees  
[meshanya's solution](#)

**294.**

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-29 · last AC: 2012-12-29 · GNU C++ (first AC) · Tags: data structures  
[meshanya's solution](#)

**295.**

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices  
[meshanya's solution](#)

**296.**

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2012-04-16 · last AC: 2012-04-16 · GNU C++ (first AC) · Tags: brute force, dp, math, probabilities  
[meshanya's solution](#)

**297.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: data structures  
[meshanya's solution](#)

**298.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: data structures  
[meshanya's solution](#)

**299.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-24 · GNU C++ (first AC) · Tags: bitmasks, dp  
[meshanya's solution](#)

**300.**

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-08-15 · GNU C++ (first AC) · Tags: brute force, implementation  
[meshanya's solution](#)

**301.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees  
[meshanya's solution](#)

**302.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[meshanya's solution](#)

**303.**

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[meshanya's solution](#)

**304.**

211D

[Cutting a Fence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-19 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**305.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: binary search, implementation, math

[meshanya's solution](#)

**306.**

528D

[Fuzzy Search](#) · [Tutorial](#)

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

[meshanya's solution](#)

**307.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: brute force, data structures

[meshanya's solution](#)

**308.**

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms

[meshanya's solution](#)

**309.**

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

**310.**

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[meshanya's solution](#)

**311.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, graphs

[meshanya's solution](#)

**312.**

105E

[Lift and Throw](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 2500 · first AC: 2011-08-14 · last AC: 2011-08-14 · GNU C++ (first AC) · Tags: brute force

[meshanya's solution](#)

**313.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

graphs, greedy, math, sortings

[meshanya's solution](#)

**314.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[meshanya's solution](#)

**315.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[meshanya's solution](#)

**316.**

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++ (first AC) · Tags: graphs

[meshanya's solution](#)

**317.**

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++ (first AC) · Tags: geometry, math

[meshanya's solution](#)

**318.**

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[meshanya's solution](#)

**319.**

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**320.**

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[meshanya's solution](#)

**321.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[meshanya's solution](#)

**322.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, probabilities

[meshanya's solution](#)

**323.**

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[meshanya's solution](#)

**324.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp

[meshanya's solution](#)

**325.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: dp, math, probabilities

[meshanya's solution](#)

**326.**

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2012-04-18 · GNU C++ (first AC) · Tags: brute force, dp, geometry, greedy

[meshanya's solution](#)

**327.**

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-07 · GNU C++ (first AC) · Tags: data structures, sortings

[meshanya's solution](#)

**328.**

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: games

[meshanya's solution](#)

**329.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2011-08-17 · last AC: 2011-08-17 · GNU C++ (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[meshanya's solution](#)

**330.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: dp, math, probabilities, trees

[meshanya's solution](#)

**331.**

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[meshanya's solution](#)

**332.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: dp, matrices

[meshanya's solution](#)

**333.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · last AC: 2014-12-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[meshanya's solution](#)

**334.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: data structures

[meshanya's solution](#)

**335.**

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms  
[meshanya's solution](#)

**336.**

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: dp  
[meshanya's solution](#)

**337.**

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2012-06-04 · GNU C++ (first AC) · Tags: graphs, greedy  
[meshanya's solution](#)

**338.**

105D

[Entertaining Geodetics](#) · [Tutorial](#)

Quality: 145 global accepts · Rating: 2700 · first AC: 2011-08-14 · GNU C++ (first AC) · Tags: brute force, dsu, implementation  
[meshanya's solution](#)

**339.**

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation  
[meshanya's solution](#)

**340.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings  
[meshanya's solution](#)

**341.**

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++ (first AC) · Tags: —  
[meshanya's solution](#)

**342.**

555E

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

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**343.**

516D

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**344.**

406E

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**345.**

163E

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**346.**

30E

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**347.**

1654G

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**348.**

364D

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**349.**

17E

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**350.**

167E

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**351.**

163D

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**352.**

212A

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**353.**

364E

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**354.**

1481F

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**355.**

164D

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**356.**

1656H

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**357.**

494E

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Quality: 375 global accepts · Rating: 3200 · first AC: 2015-02-12 · GNU C++ (first AC) · Tags: data structures, games

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**358.**

100693E

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Rating: — · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: —

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**359.**

100554H

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100554K

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**361.**

100554F

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**362.**

100554B

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**363.**

100554D

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**364.**

100554I

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**365.**

100554A

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**366.**

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**367.**

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**368.**

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**369.**

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**370.**

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**371.**

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**374.**

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**375.**

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**376.**

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**378.**

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**379.**

100050B

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