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# Unique solved — miagkov

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1651A  
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**67.**

1769B1

[A > 1000 > C\\$0C08CR DC 9C' > C" •](#)

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727A

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131A

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37A

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124A

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114A

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**107.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-10-28 · MS C++ (first AC) · Tags: implementation, math, sortings, strings

[miagkov's solution](#)

**108.**

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-26 · MS C++ (first AC) · Tags: expression parsing, implementation, strings  
[miagkov's solution](#)

**109.**

638A

[Home Numbers](#) · [Tutorial](#)

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

**110.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · MS C++ (first AC) · Tags: brute force, implementation, sortings  
[miagkov's solution](#)

**111.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · MS C++ (first AC) · Tags: greedy, implementation, math  
[miagkov's solution](#)

**112.**

522B

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

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

**113.**

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2015-03-03 · MS C++ (first AC) · Tags: \*special, greedy, sortings  
[miagkov's solution](#)

**114.**

174A

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

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2015-01-09 · MS C++ (first AC) · Tags: math  
[miagkov's solution](#)

**115.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2014-12-08 · Python 3 (first AC) · Tags: implementation, math  
[miagkov's solution](#)

**116.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: graphs, math, shortest paths  
[miagkov's solution](#)

**117.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2013-08-24 · Ruby (first AC) · Tags: \*special, greedy, implementation  
[miagkov's solution](#)

**118.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: greedy  
[miagkov's solution](#)

**119.**

1769C1

[A6500a CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force, dp, greedy  
[miagkov's solution](#)

**120.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[miagkov's solution](#)

**121.**

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,167 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: games  
[miagkov's solution](#)

**122.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[miagkov's solution](#)

**123.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[miagkov's solution](#)

**124.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[miagkov's solution](#)

**125.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[miagkov's solution](#)

**126.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[miagkov's solution](#)

**127.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-06 · Go (first AC) · Tags: brute force, implementation, math  
[miagkov's solution](#)

**128.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings  
[miagkov's solution](#)

**129.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · last AC: 2017-05-27 · GNU C++ (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[miagkov's solution](#)

**130.**

765C

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

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

[miagkov's solution](#)

**131.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-10-26 · MS C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[miagkov's solution](#)

**132.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · Python 3 (first AC) · Tags: implementation, math

[miagkov's solution](#)

**133.**

639A

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

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

[miagkov's solution](#)

**134.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,841 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[miagkov's solution](#)

**135.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-06-30 · last AC: 2016-02-13 · MS C++ (first AC) · Tags: greedy, sortings

[miagkov's solution](#)

**136.**

492B

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

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2014-12-06 · last AC: 2016-02-06 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[miagkov's solution](#)

**137.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: implementation, math

[miagkov's solution](#)

**138.**

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: \*special, implementation

[miagkov's solution](#)

**139.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: greedy, implementation

[miagkov's solution](#)

**140.**

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-12-22 · last AC: 2015-01-06 · GNU C (first AC) · Tags: geometry, math  
[miagkov's solution](#)

**141.**

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2015-01-06 · Python 3 (first AC) · Tags: math  
[miagkov's solution](#)

**142.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2015-01-05 · Python 3 (first AC) · Tags: math, number theory  
[miagkov's solution](#)

**143.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2015-01-04 · MS C++ (first AC) · Tags: number theory  
[miagkov's solution](#)

**144.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2014-12-31 · Python 3 (first AC) · Tags: implementation, math  
[miagkov's solution](#)

**145.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[miagkov's solution](#)

**146.**

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-25 · GNU C (first AC) · Tags: implementation  
[miagkov's solution](#)

**147.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[miagkov's solution](#)

**148.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[miagkov's solution](#)

**149.**

1769C2

[A<math>A>CD:CD\\$C](#) ”•

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp  
[miagkov's solution](#)

**150.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[miagkov's solution](#)

**151.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math  
[miagkov's solution](#)

**152.**

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory  
[miagkov's solution](#)

**153.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms  
[miagkov's solution](#)

**154.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[miagkov's solution](#)

**155.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[miagkov's solution](#)

**156.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[miagkov's solution](#)

**157.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · PHP (first AC) · Tags: implementation, math  
[miagkov's solution](#)

**158.**

929B

[AÄD BC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[miagkov's solution](#)

**159.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[miagkov's solution](#)

**160.**

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-27 · MS C++ (first AC) · Tags: \*special, implementation, math  
[miagkov's solution](#)

**161.**

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · last AC: 2016-12-03 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[miagkov's solution](#)

**162.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2016-10-15 · last AC: 2016-10-15 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[miagkov's solution](#)

**163.**

661A

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

Quality: 650 global accepts · Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[miagkov's solution](#)

**164.**

558B

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

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · MS C++ (first AC) · Tags: implementation

[miagkov's solution](#)

**165.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: brute force, implementation

[miagkov's solution](#)

**166.**

161A

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

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2015-03-09 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[miagkov's solution](#)

**167.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2015-02-27 · MS C++ (first AC) · Tags: \*special, brute force, number theory

[miagkov's solution](#)

**168.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[miagkov's solution](#)

**169.**

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-01-06 · Python 3 (first AC) · Tags: combinatorics, implementation

[miagkov's solution](#)

**170.**

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-05 · MS C++ (first AC) · Tags: implementation

[miagkov's solution](#)

**171.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2013-08-12 · GNU C (first AC) · Tags: \*special, combinatorics

[miagkov's solution](#)

**172.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2011-12-26 · GNU C (first AC) · Tags: brute force

[miagkov's solution](#)

**173.**

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2011-12-25 · GNU C (first AC) · Tags: constructive algorithms, geometry, implementation, math

[miagkov's solution](#)

**174.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[miagkov's solution](#)

**175.**

1769B2

[Aes-Cipher](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search, brute force, math

[miagkov's solution](#)

**176.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[miagkov's solution](#)

**177.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[miagkov's solution](#)

**178.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[miagkov's solution](#)

**179.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[miagkov's solution](#)

**180.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[miagkov's solution](#)

**181.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[miagkov's solution](#)

**182.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2021-02-21 · Java 8 (first AC) · Tags: games, greedy

[miagkov's solution](#)

**183.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[miagkov's solution](#)

**184.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[miagkov's solution](#)

**185.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[miagkov's solution](#)

**186.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[miagkov's solution](#)

**187.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[miagkov's solution](#)

**188.**

929A

[A@C@C!C B C\\$5C^>D 8Cô5CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[miagkov's solution](#)

**189.**

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-10 · MS C++ (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[miagkov's solution](#)

**190.**

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-16 · MS C++ (first AC) · Tags: combinatorics, greedy, implementation, math

[miagkov's solution](#)

**191.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-12 · MS C++ (first AC) · Tags: data structures, implementation

[miagkov's solution](#)

**192.**

505B

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

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2016-11-05 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

[miagkov's solution](#)

**193.**

641B

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

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

**194.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2016-04-09 · MS C++ (first AC) · Tags: dfs and similar, dsu  
[miagkov's solution](#)

**195.**

637C

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

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

**196.**

526B

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

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

**197.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: \*special, greedy  
[miagkov's solution](#)

**198.**

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2015-03-03 · MS C++ (first AC) · Tags: \*special, binary search, brute force, data structures, strings  
[miagkov's solution](#)

**199.**

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2015-03-03 · MS C++ (first AC) · Tags: \*special, greedy, implementation  
[miagkov's solution](#)

**200.**

158C

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

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2015-02-27 · MS C++ (first AC) · Tags: \*special, data structures, implementation  
[miagkov's solution](#)

**201.**

515C

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

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: greedy, math, sortings  
[miagkov's solution](#)

**202.**

514B

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

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[miagkov's solution](#)

**203.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2015-02-09 · MS C++ (first AC) · Tags: data structures, implementation  
[miagkov's solution](#)

**204.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force  
[miagkov's solution](#)

**205.**

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,345 global accepts · Rating: 1400 · first AC: 2015-01-06 · MS C++ (first AC) · Tags: implementation, math, number theory  
[miagkov's solution](#)

**206.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2015-01-04 · MS C++ (first AC) · Tags: dp  
[miagkov's solution](#)

**207.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2014-12-31 · Python 3 (first AC) · Tags: geometry, math  
[miagkov's solution](#)

**208.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-08 · Python 3 (first AC) · Tags: greedy, sortings  
[miagkov's solution](#)

**209.**

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-05 · MS C++ (first AC) · Tags: implementation  
[miagkov's solution](#)

**210.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[miagkov's solution](#)

**211.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[miagkov's solution](#)

**212.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math  
[miagkov's solution](#)

**213.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[miagkov's solution](#)

**214.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[miagkov's solution](#)

**215.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[miagkov's solution](#)

**216.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[miagkov's solution](#)

**217.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[miagkov's solution](#)

**218.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[miagkov's solution](#)

**219.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[miagkov's solution](#)

**220.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[miagkov's solution](#)

**221.**

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miagkov's solution](#)

**222.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2018-03-17 · JavaScript (first AC) · Tags: —

[miagkov's solution](#)

**223.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[miagkov's solution](#)

**224.**

790A

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

Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[miagkov's solution](#)

**225.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,860 global accepts · Rating: 1500 · first AC: 2017-03-11 · MS C++ (first AC) · Tags: dp, greedy  
[miagkov's solution](#)

**226.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math  
[miagkov's solution](#)

**227.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · Python 3 (first AC) · Tags: brute force, implementation  
[miagkov's solution](#)

**228.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, implementation  
[miagkov's solution](#)

**229.**

599B

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

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-21 · MS C++ (first AC) · Tags: implementation  
[miagkov's solution](#)

**230.**

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · MS C++ (first AC) · Tags: dp, math, number theory  
[miagkov's solution](#)

**231.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings  
[miagkov's solution](#)

**232.**

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · MS C++ (first AC) · Tags: implementation  
[miagkov's solution](#)

**233.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · MS C++ (first AC) · Tags: combinatorics, dp, math  
[miagkov's solution](#)

**234.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings  
[miagkov's solution](#)

**235.**

530C

[Diophantine equation](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special  
[miagkov's solution](#)

**236.**

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 692 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[miagkov's solution](#)

**237.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: \*special, implementation

[miagkov's solution](#)

**238.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2015-03-03 · MS C++ (first AC) · Tags: \*special, brute force, dp, strings

[miagkov's solution](#)

**239.**

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2015-01-06 · Python 3 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[miagkov's solution](#)

**240.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1500 · first AC: 2015-01-06 · Python 3 (first AC) · Tags: brute force, geometry

[miagkov's solution](#)

**241.**

50B

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

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: strings

[miagkov's solution](#)

**242.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**243.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[miagkov's solution](#)

**244.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[miagkov's solution](#)

**245.**

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[miagkov's solution](#)

**246.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, two pointers

[miagkov's solution](#)

**247.**

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[miagkov's solution](#)

**248.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[miagkov's solution](#)

**249.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[miagkov's solution](#)

**250.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[miagkov's solution](#)

**251.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[miagkov's solution](#)

**252.**

924B

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

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

[miagkov's solution](#)

**253.**

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · FPC (first AC) · Tags: —

[miagkov's solution](#)

**254.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[miagkov's solution](#)

**255.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[miagkov's solution](#)

**256.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2017-02-23 · MS C++ (first AC) · Tags: math, number theory

[miagkov's solution](#)

**257.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: math, number theory

[miagkov's solution](#)

**258.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · MS C++ (first AC) · Tags: math, number theory

[miagkov's solution](#)

**259.**

736A

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

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

[miagkov's solution](#)

**260.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2016-11-19 · MS C++ (first AC) · Tags: dfs and similar

[miagkov's solution](#)

**261.**

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-16 · MS C++ (first AC) · Tags: binary search, dp, greedy, two pointers

[miagkov's solution](#)

**262.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · MS C++ (first AC) · Tags: data structures, hashing

[miagkov's solution](#)

**263.**

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-26 · MS C++ (first AC) · Tags: greedy

[miagkov's solution](#)

**264.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-26 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[miagkov's solution](#)

**265.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[miagkov's solution](#)

**266.**

639B

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

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

[miagkov's solution](#)

**267.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · MS C++ (first AC) · Tags: \*special, data structures, dp, greedy

[miagkov's solution](#)

**268.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-30 · last AC: 2016-01-30 · MS C++ (first AC) · Tags: geometry, implementation

[miagkov's solution](#)

**269.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · MS C++ (first AC) · Tags: binary search, dp

[miagkov's solution](#)

**270.**

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-10 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[miagkov's solution](#)

**271.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-21 · MS C++ (first AC) · Tags: sortings

[miagkov's solution](#)

**272.**

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · MS C++ (first AC) · Tags: brute force, implementation, math, number theory

[miagkov's solution](#)

**273.**

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[miagkov's solution](#)

**274.**

530B

[String inside out](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[miagkov's solution](#)

**275.**

524A

[A\\$>Ct=CânCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: implementation

[miagkov's solution](#)

**276.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-15 · last AC: 2015-03-15 · MS C++ (first AC) · Tags: \*special, data structures, implementation

[miagkov's solution](#)

**277.**

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2015-01-06 · MS C++ (first AC) · Tags: math, number theory

[miagkov's solution](#)

**278.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: math

[miagkov's solution](#)

**279.**

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: dp, math

[miagkov's solution](#)

**280.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 1600 · first AC: 2014-12-06 · Python 3 (first AC) · Tags: binary search, number theory

[miagkov's solution](#)

**281.**

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-05 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[miagkov's solution](#)

**282.**

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[miagkov's solution](#)

**283.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[miagkov's solution](#)

**284.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[miagkov's solution](#)

**285.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[miagkov's solution](#)

**286.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[miagkov's solution](#)

**287.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[miagkov's solution](#)

**288.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[miagkov's solution](#)

**289.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: data structures, dp, greedy  
[miagkov's solution](#)

**290.**

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —  
[miagkov's solution](#)

**291.**

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Ruby (first AC) · Tags: implementation  
[miagkov's solution](#)

**292.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · MS C++ (first AC) · Tags: math, number theory  
[miagkov's solution](#)

**293.**

929C

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

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · MS C++ (first AC) · Tags: \*special, combinatorics, math  
[miagkov's solution](#)

**294.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[miagkov's solution](#)

**295.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · MS C++ (first AC) · Tags: constructive algorithms, dsu, math  
[miagkov's solution](#)

**296.**

737B

[Sea Battle](#) · [Tutorial](#)

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

**297.**

737A

[Road to Cinema](#) · [Tutorial](#)

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

**298.**

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · MS C++ (first AC) · Tags: implementation  
[miagkov's solution](#)

**299.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-26 · MS C++ (first AC) · Tags: binary search, greedy, sortings  
[miagkov's solution](#)

**300.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2015-12-06 · MS C++ (first AC) · Tags: dfs and similar, graphs, two pointers  
[miagkov's solution](#)

**301.**

590A

[Median Smoothing](#) · [Tutorial](#)

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

**302.**

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2015-07-31 · MS C++ (first AC) · Tags: greedy, strings  
[miagkov's solution](#)

**303.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2015-07-01 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms  
[miagkov's solution](#)

**304.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —  
[miagkov's solution](#)

**305.**

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special  
[miagkov's solution](#)

**306.**

524B

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

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: dp, greedy  
[miagkov's solution](#)

**307.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2015-03-09 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings  
[miagkov's solution](#)

**308.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 1700 · first AC: 2015-01-08 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory  
[miagkov's solution](#)

**309.**

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-01-06 · Python 3 (first AC) · Tags: geometry, math  
[miagkov's solution](#)

**310.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-05 · MS C++ (first AC) · Tags: constructive algorithms, games, math  
[miagkov's solution](#)

**311.**

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-12-26 · GNU C (first AC) · Tags: implementation, math

[miagkov's solution](#)

**312.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[miagkov's solution](#)

**313.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[miagkov's solution](#)

**314.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[miagkov's solution](#)

**315.**

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[miagkov's solution](#)

**316.**

1769D1

[A,3D0C! CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-09 · last AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force, dp

[miagkov's solution](#)

**317.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

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**318.**

1666L

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**319.**

1666C

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**320.**

1648B

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**321.**

1635D

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1637D

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**323.**

1560E

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1517D

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1463C

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**326.**

1420D

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**327.**

1316C

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**328.**

926B

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**329.**

799C

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**330.**

772A

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**331.**

733C

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**332.**

721C

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**333.**

725D

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**334.**

724C

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**335.**

663A

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**336.**

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · MS C++ (first AC) · Tags: constructive algorithms, graphs

[miagkov's solution](#)

**337.**

543A

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[miagkov's solution](#)

**338.**

532E

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**339.**

77B

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**340.**

513B2

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**341.**

190B

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Quality: 3,092 global accepts · Rating: 1800 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: geometry

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**342.**

1949C

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**343.**

1912D

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**344.**

1912A

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**345.**

1938C

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**346.**

1928D

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**347.**

1794D

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

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**348.**

1439A2

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**349.**

1774E

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**350.**

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
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**351.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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**352.**

1759G

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[miagkov's solution](#)

**353.**

1738D

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[miagkov's solution](#)

**354.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

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**355.**

1651D

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[miagkov's solution](#)

**356.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[miagkov's solution](#)

**357.**

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[miagkov's solution](#)

**358.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[miagkov's solution](#)

**359.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[miagkov's solution](#)

**360.**

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**361.**

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

constructive algorithms, dfs and similar, greedy

[miagkov's solution](#)

**362.**

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[miagkov's solution](#)

**363.**

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

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**364.**

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[miagkov's solution](#)

**365.**

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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**366.**

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

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**367.**

1311F

[Moving Points](#) · [Tutorial](#)

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**368.**

1313C2

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Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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**369.**

1307D

[Cow and Fields](#) · [Tutorial](#)

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[miagkov's solution](#)

**370.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · MS C++ (first AC) · Tags: graphs, greedy

[miagkov's solution](#)

**371.**

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · MS C++ (first AC) · Tags: data structures, greedy, strings  
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**372.**

661B

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Quality: 237 global accepts · Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: \*special  
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**373.**

607B

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Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · MS C++ (first AC) · Tags: dp  
[miagkov's solution](#)

**374.**

599D

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Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: brute force, math  
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**375.**

96D

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Rating: 1900 · first AC: 2015-08-14 · last AC: 2015-08-14 · MS C++ (first AC) · Tags: graphs, shortest paths  
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**376.**

568B

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**377.**

319B

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**378.**

566D

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**379.**

557C

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Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · MS C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings  
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**380.**

553B

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**381.**

552D

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**382.**

552C

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**383.**

540D

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**384.**

524C

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**385.**

158E

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Quality: 1,538 global accepts · Rating: 1900 · first AC: 2015-02-27 · MS C++ (first AC) · Tags: \*special, dp, sortings

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**386.**

294C

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Quality: 4,353 global accepts · Rating: 1900 · first AC: 2015-01-08 · MS C++ (first AC) · Tags: combinatorics, number theory

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**387.**

1804D

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**388.**

1696E

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**389.**

1726D

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**390.**

163B

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**391.**

1665D

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**392.**

1646D

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Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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**393.**

1638D

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**394.**

1613E

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**395.**

1620D

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**396.**

1619G

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[miagkov's solution](#)

**397.**

1622D

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Quality: 4,645 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[miagkov's solution](#)

**398.**

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[miagkov's solution](#)

**399.**

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[miagkov's solution](#)

**400.**

1632D

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Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[miagkov's solution](#)

**401.**

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[miagkov's solution](#)

**402.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings  
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**403.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
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**404.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings  
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**405.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory  
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**406.**

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
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**407.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-10-28 · MS C++ (first AC) · Tags: constructive algorithms, data structures, greedy, math  
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**408.**

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, hashing, strings  
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**409.**

464B

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Quality: 1,782 global accepts · Rating: 2000 · first AC: 2015-07-31 · last AC: 2015-08-11 · MS C++ (first AC) · Tags: brute force, geometry  
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**410.**

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2015-06-30 · MS C++ (first AC) · Tags: dfs and similar, dp, trees  
[miagkov's solution](#)

**411.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[miagkov's solution](#)

**412.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · MS C++ (first AC) · Tags: data structures, greedy, sortings

[miagkov's solution](#)

**413.**

532B

[Work Group](#) · [Tutorial](#)

Quality: 2000 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**414.**

526C

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

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

[miagkov's solution](#)

**415.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · MS C++ (first AC) · Tags: \*special, data structures

[miagkov's solution](#)

**416.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[miagkov's solution](#)

**417.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2015-02-15 · MS C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[miagkov's solution](#)

**418.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-08 · MS C++ (first AC) · Tags: bitmasks, probabilities

[miagkov's solution](#)

**419.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2015-01-09 · MS C++ (first AC) · Tags: implementation, math

[miagkov's solution](#)

**420.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[miagkov's solution](#)

**421.**

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**422.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[miagkov's solution](#)

**423.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[miagkov's solution](#)

**424.**

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[miagkov's solution](#)

**425.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[miagkov's solution](#)

**426.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[miagkov's solution](#)

**427.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[miagkov's solution](#)

**428.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[miagkov's solution](#)

**429.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[miagkov's solution](#)

**430.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[miagkov's solution](#)

**431.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[miagkov's solution](#)

**432.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data

structures, dfs and similar, dp, implementation, math

[miagkov's solution](#)

**433.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[miagkov's solution](#)

**434.**

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[miagkov's solution](#)

**435.**

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2020-02-27 · last AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[miagkov's solution](#)

**436.**

790B

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

Rating: 2100 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[miagkov's solution](#)

**437.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-16 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[miagkov's solution](#)

**438.**

661D

[Maximal Difference](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2100 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[miagkov's solution](#)

**439.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2015-07-01 · MS C++ (first AC) · Tags: binary search, math, sortings, two pointers

[miagkov's solution](#)

**440.**

530F

[Jumping frogs](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2100 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[miagkov's solution](#)

**441.**

524D

[Social Network](#) · [Tutorial](#)

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

[miagkov's solution](#)

**442.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

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

[miagkov's solution](#)

**443.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees  
[miagkov's solution](#)

**444.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[miagkov's solution](#)

**445.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**446.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees  
[miagkov's solution](#)

**447.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees  
[miagkov's solution](#)

**448.**

1769D2

[A,3D00A CT2D6BCaC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force  
[miagkov's solution](#)

**449.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees  
[miagkov's solution](#)

**450.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
[miagkov's solution](#)

**451.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[miagkov's solution](#)

**452.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math  
[miagkov's solution](#)

**453.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive  
[miagkov's solution](#)

**454.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[miagkov's solution](#)

**455.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings  
[miagkov's solution](#)

**456.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[miagkov's solution](#)

**457.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[miagkov's solution](#)

**458.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[miagkov's solution](#)

**459.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[miagkov's solution](#)

**460.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[miagkov's solution](#)

**461.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy  
[miagkov's solution](#)

**462.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[miagkov's solution](#)

**463.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[miagkov's solution](#)

**464.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[miagkov's solution](#)

**465.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy  
[miagkov's solution](#)

**466.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory  
[miagkov's solution](#)

**467.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2021-02-21 · Java 8 (first AC) · Tags: greedy, implementation  
[miagkov's solution](#)

**468.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[miagkov's solution](#)

**469.**

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-02-26 · last AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[miagkov's solution](#)

**470.**

505D

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

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[miagkov's solution](#)

**471.**

926H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2200 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: —  
[miagkov's solution](#)

**472.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[miagkov's solution](#)

**473.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-06-01 · last AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[miagkov's solution](#)

**474.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-17 · MS C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[miagkov's solution](#)

**475.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · MS C++ (first AC) · Tags: data structures, dsu, graphs, trees

[miagkov's solution](#)

**476.**

639C

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

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

[miagkov's solution](#)

**477.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[miagkov's solution](#)

**478.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[miagkov's solution](#)

**479.**

526D

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

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

[miagkov's solution](#)

**480.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[miagkov's solution](#)

**481.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**482.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**483.**

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[miagkov's solution](#)

**484.**

1769D3

[A, 3D Total CT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force  
[miagkov's solution](#)

**485.**

1748E

[Yet Another Array Counting Problem](#) · Tutorial

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees  
[miagkov's solution](#)

**486.**

1738E

[Balance Addicts](#) · Tutorial

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[miagkov's solution](#)

**487.**

1623D

[Robot Cleaner Revisit](#) · Tutorial

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities  
[miagkov's solution](#)

**488.**

1625D

[Binary Spiders](#) · Tutorial

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees  
[miagkov's solution](#)

**489.**

1601C

[Optimal Insertion](#) · Tutorial

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · last AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[miagkov's solution](#)

**490.**

1528C

[Trees of Tranquillity](#) · Tutorial

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[miagkov's solution](#)

**491.**

1425D

[Danger of Mad Snakes](#) · Tutorial

Quality: 899 global accepts · Rating: 2300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[miagkov's solution](#)

**492.**

1464C

[Poman Numbers](#) · Tutorial

Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[miagkov's solution](#)

**493.**

1379D

[New Passenger Trams](#) · Tutorial

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[miagkov's solution](#)

**494.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[miagkov's solution](#)

**495.**

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics  
[miagkov's solution](#)

**496.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings  
[miagkov's solution](#)

**497.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[miagkov's solution](#)

**498.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2017-05-06 · MS C++ (first AC) · Tags: graphs, shortest paths  
[miagkov's solution](#)

**499.**

711E

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

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-10-29 · MS C++ (first AC) · Tags: math, number theory, probabilities  
[miagkov's solution](#)

**500.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2015-06-25 · MS C++ (first AC) · Tags: data structures, math  
[miagkov's solution](#)

**501.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-25 · MS C++ (first AC) · Tags: binary search, graphs, greedy  
[miagkov's solution](#)

**502.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory  
[miagkov's solution](#)

**503.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[miagkov's solution](#)

**504.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[miagkov's solution](#)

**505.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**506.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**507.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[miagkov's solution](#)

**508.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[miagkov's solution](#)

**509.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp  
[miagkov's solution](#)

**510.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[miagkov's solution](#)

**511.**

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[miagkov's solution](#)

**512.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math  
[miagkov's solution](#)

**513.**

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees  
[miagkov's solution](#)

**514.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[miagkov's solution](#)

**515.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[miagkov's solution](#)

**516.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[miagkov's solution](#)

**517.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[miagkov's solution](#)

**518.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[miagkov's solution](#)

**519.**

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[miagkov's solution](#)

**520.**

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, shortest paths

[miagkov's solution](#)

**521.**

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[miagkov's solution](#)

**522.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[miagkov's solution](#)

**523.**

929D

[A5C4@ C =C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-03-03 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**524.**

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2015-03-12 · MS C++ (first AC) · Tags: divide and conquer

[miagkov's solution](#)

**525.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[miagkov's solution](#)

**526.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[miagkov's solution](#)

**527.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[miagkov's solution](#)

**528.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[miagkov's solution](#)

**529.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[miagkov's solution](#)

**530.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[miagkov's solution](#)

**531.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[miagkov's solution](#)

**532.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[miagkov's solution](#)

**533.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[miagkov's solution](#)

**534.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[miagkov's solution](#)

**535.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[miagkov's solution](#)

**536.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · MS C++ (first AC) · Tags: geometry

[miagkov's solution](#)

**537.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[miagkov's solution](#)

**538.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miagkov's solution](#)

**539.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[miagkov's solution](#)

**540.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[miagkov's solution](#)

**541.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[miagkov's solution](#)

**542.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[miagkov's solution](#)

**543.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[miagkov's solution](#)

**544.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[miagkov's solution](#)

**545.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[miagkov's solution](#)

**546.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[miagkov's solution](#)

**547.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[miagkov's solution](#)

**548.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[miagkov's solution](#)

**549.**

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[miagkov's solution](#)

**550.**

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2014-12-05 · Python 3 (first AC) · Tags: math

[miagkov's solution](#)

**551.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**552.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[miagkov's solution](#)

**553.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[miagkov's solution](#)

**554.**

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**555.**

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**556.**

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**557.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**558.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**559.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**560.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**561.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**562.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**563.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**564.**

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**565.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**566.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**567.**

104065M

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

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**568.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**569.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**570.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**571.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**572.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[miagkov's solution](#)

**573.**

104270D

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

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**574.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**575.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**576.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**577.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**578.**

104270M

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

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**579.**

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**580.**

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**581.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**582.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**583.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**584.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**585.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**586.**

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**587.**

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**588.**

103483H

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

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**589.**

103483D

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

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**590.**

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**591.**

103483G

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

Rating: — · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**592.**

103483F

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

Rating: — · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**593.**

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**594.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**595.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**596.**

103446B

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

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**597.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**598.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**599.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**600.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**601.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**602.**

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**603.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**604.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[miagkov's solution](#)

**605.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[miagkov's solution](#)

**606.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[miagkov's solution](#)

**607.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[miagkov's solution](#)

**608.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[miagkov's solution](#)

**609.**

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[miagkov's solution](#)

**610.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[miagkov's solution](#)

**611.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[miagkov's solution](#)

**612.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[miagkov's solution](#)

**613.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**614.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**615.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**616.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**617.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**618.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**619.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[miagkov's solution](#)

**620.**

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**621.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**622.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**623.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**624.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**625.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miagkov's solution](#)

**626.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**627.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**628.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**629.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**630.**

102980C

[ABC 5D Ô2Ct;Cä<](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**631.**

102980B

[Aö>C\\$@CT6CD5CÔ=D´9 C60D >C´L](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**632.**

102980A

[Aä1C17C\\$@CT6C,,2C =C,,5 C >CÄ1D°](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**633.**

1531E3

[B >D B0,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search

[miagkov's solution](#)

**634.**

1531E2

[B 5D B C,, @ C ä 2 C = 0 D ; C,, O C Ô 8 C T <](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[miagkov's solution](#)

**635.**

1531E1

[B 5D B C,, @ C ä 2 C = 0 D ; C,, O C Ô 8 C T <](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**636.**

1531D

[B 5 C D 0 C = B 0 j a @ D 4 5 C Ä C,, = C 4 5 D Ä 6 ö Æ ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**637.**

1531C

[B 8 C Ä < C T B D 8 D t = D 9 C < D D 8 D \\$ 5 C B D](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dp

[miagkov's solution](#)

**638.**

1531B1

[A Ä \\* C Ô 8 D \\$ > D 8 C Ô 3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**639.**

1531B2

[A Ä \\* C Ô 8 D \\$ > D 8 C Ô 3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**640.**

1531A

[A t 8 C Ô 3 C T @ i | color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[miagkov's solution](#)

**641.**

102319E

[Enegue's Enigmatic Lanterns · Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**642.**

102319A

[Andrew and Efficient Change · Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**643.**

102319G

[Jonathan and Jason at the Jowling Jalley I · Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**644.**

102365E

[Exciting Acts · Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[miagkov's solution](#)

**645.**

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miagkov's solution](#)

**646.**

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**647.**

102365B

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

Rating: — · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**648.**

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**649.**

102365G

[Infinity Plus One](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**650.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[miagkov's solution](#)

**651.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**652.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**653.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**654.**

101630A

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

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**655.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**656.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**657.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**658.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**659.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**660.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**661.**

102511E

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

Rating: — · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**662.**

102511B

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

Rating: — · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**663.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**664.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**665.**

100729I

[Tracking RFIDs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**666.**

100729H

[Tichu](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**667.**

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**668.**

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**669.**

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**670.**

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**671.**

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**672.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**673.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**674.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**675.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**676.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**677.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**678.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**679.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**680.**

102411D

[Double Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**681.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**682.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**683.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**684.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**685.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**686.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**687.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**688.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**689.**

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**690.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**691.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**692.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**693.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**694.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**695.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**696.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**697.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**698.**

1275E3

[A<C0BD>C'LC00D0 AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[miagkov's solution](#)

**699.**

1275E2

[A<C0BD>C'LC00D0 AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**700.**

1275E1

[A to C](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**701.**

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**702.**

1275C

[#define A to B](#) ...

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**703.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**704.**

1275A

[B to A](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[miagkov's solution](#)

**705.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**706.**

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**707.**

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**708.**

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**709.**

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**710.**

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**711.**

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**712.**

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**713.**

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**714.**

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**715.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**716.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**717.**

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**718.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**719.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**720.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**721.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[miagkov's solution](#)

**722.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**723.**

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**724.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-12 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**725.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**726.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-11 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**727.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —  
[miagkov's solution](#)

**728.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**729.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**730.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miagkov's solution](#)

**731.**

1008828

[A40D<Cä=C,,GCÔ0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2016-02-02 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**732.**

1008827

[A,,E0\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2016-02-02 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**733.**

1008826

[A7865D HC HC#8](#)

Rating: — · first AC: 2016-02-02 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**734.**

1008825

[B5@C|aAD'=C](#)

Rating: — · first AC: 2016-02-02 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**735.**

1008814

[A65077C D:C =C :C =C,,:D4;C E](#)

Rating: — · first AC: 2016-02-02 · last AC: 2016-02-02 · MS C++ (first AC) · Tags: —

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**736.**

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Rating: — · first AC: 2016-02-02 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**737.**

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Rating: — · first AC: 2016-02-02 · Python 3 (first AC) · Tags: —

[miagkov's solution](#)

**738.**

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Rating: — · first AC: 2016-02-02 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

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Rating: — · first AC: 2016-01-31 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

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Rating: — · first AC: 2016-01-31 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

**741.**

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**742.**

100291H

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**743.**

100291F

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**744.**

100291C

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**745.**

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**746.**

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Rating: — · first AC: 2015-10-28 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**747.**

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Rating: — · first AC: 2015-10-28 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**748.**

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Rating: — · first AC: 2015-10-28 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**749.**

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Rating: — · first AC: 2015-10-28 · MS C++ (first AC) · Tags: —  
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Rating: — · first AC: 2015-10-28 · MS C++ (first AC) · Tags: —  
[miagkov's solution](#)

**751.**

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[miagkov's solution](#)

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**756.**

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**757.**

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**758.**

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**759.**

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**760.**

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**761.**

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**762.**

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**763.**

100705A2

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**764.**

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**765.**

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Rating: — · first AC: 2015-06-04 · MS C++ (first AC) · Tags: —

[miagkov's solution](#)

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Rating: — · first AC: 2015-06-04 · MS C++ (first AC) · Tags: —

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**767.**

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Rating: — · first AC: 2015-06-04 · MS C++ (first AC) · Tags: —

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