

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

<https://cfelitetracker.vercel.app>

Unique solved — molamola.

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

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

Filters: none

Count: 1,219

1.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[molamola.'s solution](#)

2.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[molamola.'s solution](#)

3.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[molamola.'s solution](#)

4.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[molamola.'s solution](#)

5.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[molamola.'s solution](#)

6.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

7.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[molamola.'s solution](#)

8.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[molamola.'s solution](#)

9.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[molamola.'s solution](#)

10.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[molamola.'s solution](#)

11.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[molamola.'s solution](#)

12.

1028A

[Find Square](#) · [Tutorial](#)

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

13.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[molamola.'s solution](#)

14.

908A

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

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

15.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[molamola.'s solution](#)

16.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[molamola.'s solution](#)

17.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[molamola.'s solution](#)

18.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[molamola.'s solution](#)

19.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[molamola.'s solution](#)

20.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[molamola.'s solution](#)

21.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[molamola.'s solution](#)

22.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, strings

[molamola.'s solution](#)

23.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

24.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[molamola.'s solution](#)

25.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

26.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[molamola.'s solution](#)

27.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[molamola.'s solution](#)

28.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[molamola.'s solution](#)

29.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[molamola.'s solution](#)

30.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[molamola.'s solution](#)

31.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[molamola.'s solution](#)

32.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: greedy

[molamola.'s solution](#)

33.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

34.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[molamola.'s solution](#)

35.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

36.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

37.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[molamola.'s solution](#)

38.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[molamola.'s solution](#)

39.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

40.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

41.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[molamola.'s solution](#)

42.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[molamola.'s solution](#)

43.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: brute force, implementation, math
[molamola.'s solution](#)

44.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: implementation
[molamola.'s solution](#)

45.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[molamola.'s solution](#)

46.

379A

[New Year Candles](#) · [Tutorial](#)

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

47.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: implementation
[molamola.'s solution](#)

48.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++0x (first AC) · Tags: implementation, math
[molamola.'s solution](#)

49.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++0x (first AC) · Tags: math
[molamola.'s solution](#)

50.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[molamola.'s solution](#)

51.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[molamola.'s solution](#)

52.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[molamola.'s solution](#)

53.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[molamola.'s solution](#)

54.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

55.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

56.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[molamola.'s solution](#)

57.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[molamola.'s solution](#)

58.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[molamola.'s solution](#)

59.

755B

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

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

[molamola.'s solution](#)

60.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: brute force

[molamola.'s solution](#)

61.

570A

[Elections](#) · [Tutorial](#)

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

[molamola.'s solution](#)

62.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[molamola.'s solution](#)

63.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[molamola.'s solution](#)

64.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[molamola.'s solution](#)

65.

1392C

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

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

[molamola.'s solution](#)

66.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[molamola.'s solution](#)

67.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[molamola.'s solution](#)

68.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[molamola.'s solution](#)

69.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[molamola.'s solution](#)

70.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[molamola.'s solution](#)

71.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

72.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[molamola.'s solution](#)

73.

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[molamola.'s solution](#)

74.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[molamola.'s solution](#)

75.

908B

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

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

76.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[molamola.'s solution](#)

77.

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[molamola.'s solution](#)

78.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[molamola.'s solution](#)

79.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[molamola.'s solution](#)

80.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: implementation
[molamola.'s solution](#)

81.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings
[molamola.'s solution](#)

82.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[molamola.'s solution](#)

83.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation
[molamola.'s solution](#)

84.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: math
[molamola.'s solution](#)

85.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

86.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[molamola.'s solution](#)

87.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[molamola.'s solution](#)

88.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[molamola.'s solution](#)

89.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[molamola.'s solution](#)

90.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[molamola.'s solution](#)

91.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[molamola.'s solution](#)

92.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[molamola.'s solution](#)

93.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

94.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation

[molamola.'s solution](#)

95.

755C

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

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

[molamola.'s solution](#)

96.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[molamola.'s solution](#)

97.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[molamola.'s solution](#)

98.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory

[molamola.'s solution](#)

99.

570B

[Simple Game](#) · [Tutorial](#)

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

[molamola.'s solution](#)

100.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation, sortings

[molamola.'s solution](#)

101.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[molamola.'s solution](#)

102.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[molamola.'s solution](#)

103.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[molamola.'s solution](#)

104.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[molamola.'s solution](#)

105.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math

[molamola.'s solution](#)

106.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

107.

802J1

[Send the Fool Further! \(easy\) · Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[molamola.'s solution](#)

108.

804B

[Minimum number of steps · Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[molamola.'s solution](#)

109.

679A

[Bear and Prime 100 · Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[molamola.'s solution](#)

110.

698A

[Vacations · Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2017-03-26 · GNU C++11 (first AC) · Tags: dp
[molamola.'s solution](#)

111.

757B

[Bash's Big Day · Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[molamola.'s solution](#)

112.

436B

[Om Nom and Spiders · Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math
[molamola.'s solution](#)

113.

415D

[Mashmikh and ACM · Tutorial](#)

Rating: 1400 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory
[molamola.'s solution](#)

114.

414B

[Mashmikh and ACM · Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory
[molamola.'s solution](#)

115.

388A

[Fox and Box Accumulation · Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings
[molamola.'s solution](#)

116.

379C

[New Year Ratings Change · Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings
[molamola.'s solution](#)

117.

358A

[Dima and Continuous Line · Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation
[molamola.'s solution](#)

118.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: greedy, math, number theory
[molamola.'s solution](#)

119.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[molamola.'s solution](#)

120.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math
[molamola.'s solution](#)

121.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[molamola.'s solution](#)

122.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[molamola.'s solution](#)

123.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[molamola.'s solution](#)

124.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[molamola.'s solution](#)

125.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[molamola.'s solution](#)

126.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[molamola.'s solution](#)

127.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[molamola.'s solution](#)

128.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[molamola.'s solution](#)

129.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[molamola.'s solution](#)

130.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

131.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[molamola.'s solution](#)

132.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[molamola.'s solution](#)

133.

908C

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

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

[molamola.'s solution](#)

134.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[molamola.'s solution](#)

135.

790A

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

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

[molamola.'s solution](#)

136.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[molamola.'s solution](#)

137.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[molamola.'s solution](#)

138.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[molamola.'s solution](#)

139.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[molamola.'s solution](#)

140.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[molamola.'s solution](#)

141.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,462 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[molamola.'s solution](#)

142.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[molamola.'s solution](#)

143.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation

[molamola.'s solution](#)

144.

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math, number theory

[molamola.'s solution](#)

145.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[molamola.'s solution](#)

146.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[molamola.'s solution](#)

147.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[molamola.'s solution](#)

148.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[molamola.'s solution](#)

149.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[molamola.'s solution](#)

150.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[molamola.'s solution](#)

151.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: implementation, math

[molamola.'s solution](#)

152.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[molamola.'s solution](#)

153.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: brute force, greedy, math

[molamola.'s solution](#)

154.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, strings

[molamola.'s solution](#)

155.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[molamola.'s solution](#)

156.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[molamola.'s solution](#)

157.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

158.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[molamola.'s solution](#)

159.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[molamola.'s solution](#)

160.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[molamola.'s solution](#)

161.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-19 · last AC: 2019-09-28 · GNU C++ (first AC) · Tags: binary search, greedy, math, matrices, number theory
[molamola.'s solution](#)

162.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[molamola.'s solution](#)

163.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[molamola.'s solution](#)

164.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[molamola.'s solution](#)

165.

956B

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

Rating: 1600 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[molamola.'s solution](#)

166.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[molamola.'s solution](#)

167.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[molamola.'s solution](#)

168.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[molamola.'s solution](#)

169.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[molamola.'s solution](#)

170.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[molamola.'s solution](#)

171.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[molamola.'s solution](#)

172.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[molamola.'s solution](#)

173.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[molamola.'s solution](#)

174.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[molamola.'s solution](#)

175.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[molamola.'s solution](#)

176.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[molamola.'s solution](#)

177.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[molamola.'s solution](#)

178.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[molamola.'s solution](#)

179.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[molamola.'s solution](#)

180.

736B

[Taxes](#) · [Tutorial](#)

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

[molamola.'s solution](#)

181.

736A

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

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

[molamola.'s solution](#)

182.

657A

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

Rating: 1600 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[molamola.'s solution](#)

183.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[molamola.'s solution](#)

184.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[molamola.'s solution](#)

185.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[molamola.'s solution](#)

186.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math

[molamola.'s solution](#)

187.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[molamola.'s solution](#)

188.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[molamola.'s solution](#)

189.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[molamola.'s solution](#)

190.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: greedy, math

[molamola.'s solution](#)

191.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: binary search, brute force

[molamola.'s solution](#)

192.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[molamola.'s solution](#)

193.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[molamola.'s solution](#)

194.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[molamola.'s solution](#)

195.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[molamola.'s solution](#)

196.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[molamola.'s solution](#)

197.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[molamola.'s solution](#)

198.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-28 · GNU C++0x (first AC) · Tags: binary search, math, sortings

[molamola.'s solution](#)

199.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,290 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[molamola.'s solution](#)

200.

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[molamola.'s solution](#)

201.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: combinatorics, implementation, math

[molamola.'s solution](#)

202.

1578H

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

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

[molamola.'s solution](#)

203.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[molamola.'s solution](#)

204.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[molamola.'s solution](#)

205.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[molamola.'s solution](#)

206.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[molamola.'s solution](#)

207.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

208.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[molamola.'s solution](#)

209.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[molamola.'s solution](#)

210.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[molamola.'s solution](#)

211.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[molamola.'s solution](#)

212.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[molamola.'s solution](#)

213.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[molamola.'s solution](#)

214.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[molamola.'s solution](#)

215.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[molamola.'s solution](#)

216.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[molamola.'s solution](#)

217.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2017-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[molamola.'s solution](#)

218.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[molamola.'s solution](#)

219.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[molamola.'s solution](#)

220.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[molamola.'s solution](#)

221.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[molamola.'s solution](#)

222.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[molamola.'s solution](#)

223.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[molamola.'s solution](#)

224.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[molamola.'s solution](#)

225.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[molamola.'s solution](#)

226.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[molamola.'s solution](#)

227.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: greedy, math

[molamola.'s solution](#)

228.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[molamola.'s solution](#)

229.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[molamola.'s solution](#)

230.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: implementation, math

[molamola.'s solution](#)

231.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[molamola.'s solution](#)

232.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[molamola.'s solution](#)

233.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[molamola.'s solution](#)

234.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: data structures, trees

[molamola.'s solution](#)

235.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[molamola.'s solution](#)

236.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[molamola.'s solution](#)

237.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[molamola.'s solution](#)

238.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[molamola.'s solution](#)

239.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[molamola.'s solution](#)

240.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[molamola.'s solution](#)

241.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[molamola.'s solution](#)

242.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 6,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[molamola.'s solution](#)

243.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[molamola.'s solution](#)

244.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[molamola.'s solution](#)

245.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[molamola.'s solution](#)

246.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[molamola.'s solution](#)

247.

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[molamola.'s solution](#)

248.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[molamola.'s solution](#)

249.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[molamola.'s solution](#)

250.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[molamola.'s solution](#)

251.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[molamola.'s solution](#)

252.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[molamola.'s solution](#)

253.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[molamola.'s solution](#)

254.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[molamola.'s solution](#)

255.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[molamola.'s solution](#)

256.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[molamola.'s solution](#)

257.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[molamola.'s solution](#)

258.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[molamola.'s solution](#)

259.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[molamola.'s solution](#)

260.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[molamola.'s solution](#)

261.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[molamola.'s solution](#)

262.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[molamola.'s solution](#)

263.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[molamola.'s solution](#)

264.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[molamola.'s solution](#)

265.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-08-21 · GNU C++ (first AC) · Tags: dp

[molamola.'s solution](#)

266.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[molamola.'s solution](#)

267.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees
[molamola.'s solution](#)

268.

352C

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

Rating: 1800 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: dp, greedy, implementation
[molamola.'s solution](#)

269.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings
[molamola.'s solution](#)

270.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: dp, greedy
[molamola.'s solution](#)

271.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2013-08-20 · GNU C++0x (first AC) · Tags: implementation
[molamola.'s solution](#)

272.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[molamola.'s solution](#)

273.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[molamola.'s solution](#)

274.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings
[molamola.'s solution](#)

275.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

276.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[molamola.'s solution](#)

277.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

278.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[molamola.'s solution](#)

279.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[molamola.'s solution](#)

280.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[molamola.'s solution](#)

281.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[molamola.'s solution](#)

282.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[molamola.'s solution](#)

283.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[molamola.'s solution](#)

284.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[molamola.'s solution](#)

285.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[molamola.'s solution](#)

286.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[molamola.'s solution](#)

287.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[molamola.'s solution](#)

288.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[molamola.'s solution](#)

289.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees
[molamola.'s solution](#)

290.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[molamola.'s solution](#)

291.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[molamola.'s solution](#)

292.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[molamola.'s solution](#)

293.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
[molamola.'s solution](#)

294.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[molamola.'s solution](#)

295.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy
[molamola.'s solution](#)

296.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[molamola.'s solution](#)

297.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: greedy, implementation
[molamola.'s solution](#)

298.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[molamola.'s solution](#)

299.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu
[molamola.'s solution](#)

300.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math
[molamola.'s solution](#)

301.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu
[molamola.'s solution](#)

302.

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation
[molamola.'s solution](#)

303.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: dp, implementation
[molamola.'s solution](#)

304.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[molamola.'s solution](#)

305.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities
[molamola.'s solution](#)

306.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings
[molamola.'s solution](#)

307.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[molamola.'s solution](#)

308.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

[molamola.'s solution](#)

309.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[molamola.'s solution](#)

310.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

311.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[molamola.'s solution](#)

312.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[molamola.'s solution](#)

313.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[molamola.'s solution](#)

314.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[molamola.'s solution](#)

315.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[molamola.'s solution](#)

316.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[molamola.'s solution](#)

317.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[molamola.'s solution](#)

318.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[molamola.'s solution](#)

319.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[molamola.'s solution](#)

320.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[molamola.'s solution](#)

321.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[molamola.'s solution](#)

322.

806B

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

Rating: 2000 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[molamola.'s solution](#)

323.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[molamola.'s solution](#)

324.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[molamola.'s solution](#)

325.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[molamola.'s solution](#)

326.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[molamola.'s solution](#)

327.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[molamola.'s solution](#)

328.

755D

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

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

[molamola.'s solution](#)

329.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[molamola.'s solution](#)

330.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: dp, strings
[molamola.'s solution](#)

331.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: data structures, dp
[molamola.'s solution](#)

332.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math
[molamola.'s solution](#)

333.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[molamola.'s solution](#)

334.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search
[molamola.'s solution](#)

335.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[molamola.'s solution](#)

336.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: brute force, data structures, math
[molamola.'s solution](#)

337.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[molamola.'s solution](#)

338.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: brute force, math
[molamola.'s solution](#)

339.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry
[molamola.'s solution](#)

340.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[molamola.'s solution](#)

341.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[molamola.'s solution](#)

342.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: brute force, data structures, greedy
[molamola.'s solution](#)

343.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: data structures, schedules
[molamola.'s solution](#)

344.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings
[molamola.'s solution](#)

345.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[molamola.'s solution](#)

346.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[molamola.'s solution](#)

347.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2013-12-30 · last AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, dp
[molamola.'s solution](#)

348.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, dp
[molamola.'s solution](#)

349.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: combinatorics, math
[molamola.'s solution](#)

350.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[molamola.'s solution](#)

351.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[molamola.'s solution](#)

352.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

353.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[molamola.'s solution](#)

354.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

355.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[molamola.'s solution](#)

356.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[molamola.'s solution](#)

357.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[molamola.'s solution](#)

358.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[molamola.'s solution](#)

359.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[molamola.'s solution](#)

360.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[molamola.'s solution](#)

361.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[molamola.'s solution](#)

362.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy

[molamola.'s solution](#)

363.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[molamola.'s solution](#)

364.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[molamola.'s solution](#)

365.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[molamola.'s solution](#)

366.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[molamola.'s solution](#)

367.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[molamola.'s solution](#)

368.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[molamola.'s solution](#)

369.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[molamola.'s solution](#)

370.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[molamola.'s solution](#)

371.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[molamola.'s solution](#)

372.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[molamola.'s solution](#)

373.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[molamola.'s solution](#)

374.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[molamola.'s solution](#)

375.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[molamola.'s solution](#)

376.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[molamola.'s solution](#)

377.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[molamola.'s solution](#)

378.

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[molamola.'s solution](#)

379.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[molamola.'s solution](#)

380.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[molamola.'s solution](#)

381.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[molamola.'s solution](#)

382.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: binary search, math

[molamola.'s solution](#)

383.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[molamola.'s solution](#)

384.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[molamola.'s solution](#)

385.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[molamola.'s solution](#)

386.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-08-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[molamola.'s solution](#)

387.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[molamola.'s solution](#)

388.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[molamola.'s solution](#)

389.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp

[molamola.'s solution](#)

390.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[molamola.'s solution](#)

391.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[molamola.'s solution](#)

392.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[molamola.'s solution](#)

393.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[molamola.'s solution](#)

394.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[molamola.'s solution](#)

395.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: brute force, geometry

[molamola.'s solution](#)

396.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

397.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

398.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[molamola.'s solution](#)

399.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[molamola.'s solution](#)

400.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[molamola.'s solution](#)

401.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[molamola.'s solution](#)

402.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[molamola.'s solution](#)

403.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[molamola.'s solution](#)

404.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[molamola.'s solution](#)

405.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[molamola.'s solution](#)

406.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[molamola.'s solution](#)

407.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[molamola.'s solution](#)

408.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[molamola.'s solution](#)

409.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[molamola.'s solution](#)

410.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees
[molamola.'s solution](#)

411.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[molamola.'s solution](#)

412.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[molamola.'s solution](#)

413.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[molamola.'s solution](#)

414.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[molamola.'s solution](#)

415.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[molamola.'s solution](#)

416.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[molamola.'s solution](#)

417.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[molamola.'s solution](#)

418.

806C

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

Rating: 2200 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[molamola.'s solution](#)

419.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[molamola.'s solution](#)

420.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[molamola.'s solution](#)

421.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[molamola.'s solution](#)

422.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp
[molamola.'s solution](#)

423.

657B

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

Rating: 2200 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: math
[molamola.'s solution](#)

424.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[molamola.'s solution](#)

425.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: games

[molamola.'s solution](#)

426.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[molamola.'s solution](#)

427.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[molamola.'s solution](#)

428.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[molamola.'s solution](#)

429.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: data structures

[molamola.'s solution](#)

430.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[molamola.'s solution](#)

431.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[molamola.'s solution](#)

432.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-28 · last AC: 2015-05-05 · GNU C++0x (first AC) · Tags: bitmasks, greedy

[molamola.'s solution](#)

433.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[molamola.'s solution](#)

434.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[molamola.'s solution](#)

435.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[molamola.'s solution](#)

436.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[molamola.'s solution](#)

437.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[molamola.'s solution](#)

438.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[molamola.'s solution](#)

439.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[molamola.'s solution](#)

440.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy

[molamola.'s solution](#)

441.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[molamola.'s solution](#)

442.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[molamola.'s solution](#)

443.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[molamola.'s solution](#)

444.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

445.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[molamola.'s solution](#)

446.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[molamola.'s solution](#)

447.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[molamola.'s solution](#)

448.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[molamola.'s solution](#)

449.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[molamola.'s solution](#)

450.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[molamola.'s solution](#)

451.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees
[molamola.'s solution](#)

452.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[molamola.'s solution](#)

453.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[molamola.'s solution](#)

454.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[molamola.'s solution](#)

455.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[molamola.'s solution](#)

456.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[molamola.'s solution](#)

457.

883C

[Downloading B++ · Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[molamola.'s solution](#)

458.

852I

[Dating · Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[molamola.'s solution](#)

459.

802G3

[Fake News \(hard\) · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[molamola.'s solution](#)

460.

793C

[Mice problem · Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[molamola.'s solution](#)

461.

800C

[Vulnerable Kerbals · Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[molamola.'s solution](#)

462.

788C

[The Great Mixing · Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[molamola.'s solution](#)

463.

786B

[Legacy · Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[molamola.'s solution](#)

464.

718C

[Sasha and Array · Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[molamola.'s solution](#)

465.

708C

[Centroids · Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[molamola.'s solution](#)

466.

629E

[Famil Door and Roads · Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[molamola.'s solution](#)

467.

549B

[Lookser Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[molamola.'s solution](#)

468.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[molamola.'s solution](#)

469.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[molamola.'s solution](#)

470.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-08-21 · GNU C++ (first AC) · Tags: dp, trees

[molamola.'s solution](#)

471.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[molamola.'s solution](#)

472.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-09 · GNU C++0x (first AC) · Tags: probabilities

[molamola.'s solution](#)

473.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing

[molamola.'s solution](#)

474.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[molamola.'s solution](#)

475.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[molamola.'s solution](#)

476.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[molamola.'s solution](#)

477.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[molamola.'s solution](#)

478.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[molamola.'s solution](#)

479.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

480.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

481.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
[molamola.'s solution](#)

482.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[molamola.'s solution](#)

483.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[molamola.'s solution](#)

484.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[molamola.'s solution](#)

485.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

486.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[molamola.'s solution](#)

487.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[molamola.'s solution](#)

488.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[molamola.'s solution](#)

489.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[molamola.'s solution](#)

490.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows

[molamola.'s solution](#)

491.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[molamola.'s solution](#)

492.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[molamola.'s solution](#)

493.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[molamola.'s solution](#)

494.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[molamola.'s solution](#)

495.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[molamola.'s solution](#)

496.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

497.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[molamola.'s solution](#)

498.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[molamola.'s solution](#)

499.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[molamola.'s solution](#)

500.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[molamola.'s solution](#)

501.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[molamola.'s solution](#)

502.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[molamola.'s solution](#)

503.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[molamola.'s solution](#)

504.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[molamola.'s solution](#)

505.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[molamola.'s solution](#)

506.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[molamola.'s solution](#)

507.

679C

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

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[molamola.'s solution](#)

508.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2017-03-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[molamola.'s solution](#)

509.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[molamola.'s solution](#)

510.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[molamola.'s solution](#)

511.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[molamola.'s solution](#)

512.

657C

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

Rating: 2400 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: sortings, two pointers

[molamola.'s solution](#)

513.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: dp

[molamola.'s solution](#)

514.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[molamola.'s solution](#)

515.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[molamola.'s solution](#)

516.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[molamola.'s solution](#)

517.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[molamola.'s solution](#)

518.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[molamola.'s solution](#)

519.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: bitmasks, graph matchings, graphs

[molamola.'s solution](#)

520.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[molamola.'s solution](#)

521.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures
[molamola.'s solution](#)

522.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[molamola.'s solution](#)

523.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2013-10-17 · last AC: 2013-10-17 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[molamola.'s solution](#)

524.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[molamola.'s solution](#)

525.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[molamola.'s solution](#)

526.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[molamola.'s solution](#)

527.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[molamola.'s solution](#)

528.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[molamola.'s solution](#)

529.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[molamola.'s solution](#)

530.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

531.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[molamola.'s solution](#)

532.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[molamola.'s solution](#)

533.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[molamola.'s solution](#)

534.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[molamola.'s solution](#)

535.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[molamola.'s solution](#)

536.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[molamola.'s solution](#)

537.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[molamola.'s solution](#)

538.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[molamola.'s solution](#)

539.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[molamola.'s solution](#)

540.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[molamola.'s solution](#)

541.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[molamola.'s solution](#)

542.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[molamola.'s solution](#)

543.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[molamola.'s solution](#)

544.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[molamola.'s solution](#)

545.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[molamola.'s solution](#)

546.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[molamola.'s solution](#)

547.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: geometry

[molamola.'s solution](#)

548.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: combinatorics, math

[molamola.'s solution](#)

549.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-03 · last AC: 2013-09-03 · GNU C++ (first AC) · Tags: data structures

[molamola.'s solution](#)

550.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[molamola.'s solution](#)

551.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[molamola.'s solution](#)

552.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[molamola.'s solution](#)

553.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[molamola.'s solution](#)

554.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[molamola.'s solution](#)

555.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[molamola.'s solution](#)

556.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[molamola.'s solution](#)

557.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[molamola.'s solution](#)

558.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

559.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

560.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft

[molamola.'s solution](#)

561.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[molamola.'s solution](#)

562.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[molamola.'s solution](#)

563.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[molamola.'s solution](#)

564.

698D

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

Quality: 581 global accepts · Rating: 2600 · first AC: 2017-03-26 · last AC: 2017-03-26 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[molamola.'s solution](#)

565.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[molamola.'s solution](#)

566.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[molamola.'s solution](#)

567.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[molamola.'s solution](#)

568.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices
[molamola.'s solution](#)

569.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[molamola.'s solution](#)

570.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-09-22 · last AC: 2015-09-22 · GNU C++11 (first AC) · Tags: 2-sat, greedy
[molamola.'s solution](#)

571.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[molamola.'s solution](#)

572.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[molamola.'s solution](#)

573.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[molamola.'s solution](#)

574.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[molamola.'s solution](#)

575.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[molamola.'s solution](#)

576.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[molamola.'s solution](#)

577.

1510E

[Equilibrium Point](#) `\\textbackslash\\textbackslash` · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[molamola.'s solution](#)

578.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[molamola.'s solution](#)

579.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[molamola.'s solution](#)

580.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[molamola.'s solution](#)

581.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[molamola.'s solution](#)

582.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[molamola.'s solution](#)

583.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[molamola.'s solution](#)

584.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[molamola.'s solution](#)

585.

958D2

[Hyperspace Jump \(hard\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2018-04-14 · last AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

586.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[molamola.'s solution](#)

587.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[molamola.'s solution](#)

588.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[molamola.'s solution](#)

589.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[molamola.'s solution](#)

590.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[molamola.'s solution](#)

591.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

592.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[molamola.'s solution](#)

593.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, hashing

[molamola.'s solution](#)

594.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[molamola.'s solution](#)

595.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

596.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[molamola.'s solution](#)

597.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[molamola.'s solution](#)

598.

1578A

[Anti-Tetris](#) · [Tutorial](#)

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

[molamola.'s solution](#)

599.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[molamola.'s solution](#)

600.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[molamola.'s solution](#)

601.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[molamola.'s solution](#)

602.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[molamola.'s solution](#)

603.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[molamola.'s solution](#)

604.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[molamola.'s solution](#)

605.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[molamola.'s solution](#)

606.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[molamola.'s solution](#)

607.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[molamola.'s solution](#)

608.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[molamola.'s solution](#)

609.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-08-27 · last AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[molamola.'s solution](#)

610.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[molamola.'s solution](#)

611.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[molamola.'s solution](#)

612.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[molamola.'s solution](#)

613.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[molamola.'s solution](#)

614.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, matrices

[molamola.'s solution](#)

615.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[molamola.'s solution](#)

616.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[molamola.'s solution](#)

617.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[molamola.'s solution](#)

618.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[molamola.'s solution](#)

619.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[molamola.'s solution](#)

620.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[molamola.'s solution](#)

621.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[molamola.'s solution](#)

622.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[molamola.'s solution](#)

623.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[molamola.'s solution](#)

624.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[molamola.'s solution](#)

625.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[molamola.'s solution](#)

626.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[molamola.'s solution](#)

627.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[molamola.'s solution](#)

628.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[molamola.'s solution](#)

629.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[molamola.'s solution](#)

630.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[molamola.'s solution](#)

631.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[molamola.'s solution](#)

632.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[molamola.'s solution](#)

633.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[molamola.'s solution](#)

634.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[molamola.'s solution](#)

635.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

636.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[molamola.'s solution](#)

637.

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

638.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[molamola.'s solution](#)

639.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[molamola.'s solution](#)

640.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[molamola.'s solution](#)

641.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[molamola.'s solution](#)

642.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: dp, sortings

[molamola.'s solution](#)

643.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[molamola.'s solution](#)

644.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: divide and conquer, two pointers

[molamola.'s solution](#)

645.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

greedy, implementation, math

[molamola.'s solution](#)

646.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[molamola.'s solution](#)

647.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[molamola.'s solution](#)

648.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[molamola.'s solution](#)

649.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[molamola.'s solution](#)

650.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[molamola.'s solution](#)

651.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[molamola.'s solution](#)

652.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[molamola.'s solution](#)

653.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

654.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[molamola.'s solution](#)

655.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[molamola.'s solution](#)

656.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees
[molamola.'s solution](#)

657.

958A3

[Death Stars \(hard\)](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: 3100 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

658.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math
[molamola.'s solution](#)

659.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

660.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[molamola.'s solution](#)

661.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[molamola.'s solution](#)

662.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[molamola.'s solution](#)

663.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2019-01-20 · last AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[molamola.'s solution](#)

664.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[molamola.'s solution](#)

665.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation
[molamola.'s solution](#)

666.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[molamola.'s solution](#)

667.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[molamola.'s solution](#)

668.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[molamola.'s solution](#)

669.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[molamola.'s solution](#)

670.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[molamola.'s solution](#)

671.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[molamola.'s solution](#)

672.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[molamola.'s solution](#)

673.

105465I

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

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[molamola.'s solution](#)

674.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[molamola.'s solution](#)

675.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[molamola.'s solution](#)

676.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[molamola.'s solution](#)

677.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

678.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

679.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

680.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

681.

105465B

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

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

682.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · last AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

683.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · last AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

684.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

685.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

686.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

687.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

688.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

689.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

690.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

691.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

692.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

693.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

694.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

695.

105053H

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

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

696.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

697.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

698.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

699.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

700.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

701.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

702.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

703.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

704.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

705.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

706.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

707.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

708.

105633F

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

709.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

710.

105633C

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

711.

105633K

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

712.

105633I

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

713.

105633E

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

714.

105633B

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

715.

105633A

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

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[molamola.'s solution](#)

716.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

717.

102994M

[Travel Dream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

718.

102994F

[Girlfriend](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

719.

102994K

[Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

720.

102994E

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

721.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

722.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

723.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

724.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

725.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

726.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

727.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

728.

102916A

[Absenteeism](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

729.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

730.

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

731.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

732.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

733.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

734.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

735.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

736.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

737.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

738.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

739.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

740.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

741.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

742.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

743.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

744.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

745.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

746.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

747.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

748.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

749.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

750.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

751.

103202F

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

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

752.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

753.

102835J

[Puzzle Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

754.

102835L

[Save lives or money](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

755.

102835D

[Quality Monitoring](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

756.

102835G

[Graph Cards](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

757.

102835K

[Number with Bachelors](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

758.

102835C

[Pyramid](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

759.

102835I

[Critical Structures](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

760.

102835E

[A Color Game](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

761.

102835F

[Cable Protection](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

762.

102835B

[Make Numbers](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

763.

102835H

[Optimization for UltraNet](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

764.

102835M

[Keystroke](#) · Tutorial

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

765.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

766.

103069J

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

767.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

768.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

769.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

770.

103069A

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

771.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

772.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

773.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

774.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

775.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

776.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

777.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

778.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

779.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

780.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

781.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

782.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

783.

103119L

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

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

784.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

785.

1193C

[Scissors and Tape](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry
[molamola.'s solution](#)

786.

102896N

[New Flat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

787.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

788.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

789.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

790.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

791.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

792.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

793.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

794.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

795.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

796.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

797.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[molamola.'s solution](#)

798.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

799.

101987H

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

800.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

801.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

802.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

803.

102471C

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

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

804.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

805.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

806.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

807.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

808.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

809.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

810.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

811.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

812.

102460G

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

813.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

814.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

815.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

816.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

817.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

818.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

819.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

820.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

821.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

822.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

823.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

824.

102114D

[Daylight](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

825.

102411F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

826.

102411D

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

827.

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

828.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

829.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

830.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

831.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

832.

102411H

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

833.

102411J

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

834.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

835.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

836.

102411A

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

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

837.

102411M

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

838.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

839.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

840.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

841.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

842.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

843.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

844.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

845.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

846.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

847.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

848.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

849.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

850.

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

851.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

852.

102253E

[Expectation of Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

853.

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

854.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

855.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

856.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

857.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

858.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · MS C++ 2017 (first AC) · Tags: —
[molamola.'s solution](#)

859.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

860.

102253L

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

Rating: — · first AC: 2019-07-01 · MS C++ 2017 (first AC) · Tags: —
[molamola.'s solution](#)

861.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · MS C++ 2017 (first AC) · Tags: —
[molamola.'s solution](#)

862.

100257D

[Darkside](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

863.

100257L

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

864.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

865.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

866.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

867.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

868.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

869.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

870.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

871.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

872.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

873.

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

874.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

875.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

876.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

877.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

878.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

879.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

880.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

881.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

882.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

883.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

884.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

885.

102192F

[Boolean 3-Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

886.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · last AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

887.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

888.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

889.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

890.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

891.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

892.

102192D

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

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

893.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

894.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

895.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

896.

101955A

[Sockpuppets](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

897.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

898.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

899.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

900.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

901.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

902.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

903.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

904.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

905.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

906.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

907.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · last AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

908.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

909.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

910.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

911.

100886B

[Game on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

912.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

913.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

914.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

915.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

916.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

917.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

918.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

919.

101630D

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

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

920.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

921.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

922.

101630A

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

Rating: — · first AC: 2018-01-09 · last AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

923.

100451D

[Olympic Games in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

924.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

925.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

926.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

927.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

928.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

929.

101237H

[Cyclic String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

930.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

931.

101237E

[Another Short Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

932.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

933.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

934.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

935.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

936.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · last AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

937.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

938.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

939.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

940.

101669L

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

941.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

942.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

943.

101669F

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

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

944.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

945.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

946.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

947.

101981C

[Cherry and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

948.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

949.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

950.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

951.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

952.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

953.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

954.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

955.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

956.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

957.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

958.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[molamola.'s solution](#)

959.

101933G

[Game Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

960.

101933F

[Firing the Phaser](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · last AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

961.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

962.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

963.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

964.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

965.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

966.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

967.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

968.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

969.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

970.

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

971.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

972.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

973.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

974.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

975.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

976.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

977.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

978.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

979.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

980.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

981.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

982.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

983.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

984.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

985.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

986.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

987.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

988.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

989.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

990.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

991.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

992.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

993.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

994.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

995.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

996.

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

997.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

998.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

999.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1000.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1001.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1002.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1003.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1004.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1005.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1006.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1007.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1008.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1009.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1010.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1011.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1012.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1013.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1014.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1015.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1016.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1017.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1018.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1019.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1020.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1021.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1022.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1023.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1024.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1025.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1026.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1027.

101081J

[Optimized RPG](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1028.

101081B

[Random Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1029.

101081K

[Pope's work](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1030.

101081H

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

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1031.

101081F

[Auction of Services](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1032.

101081E

[Polish Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1033.

101081G

[7168 – SMOK](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1034.

101081D

[Fire Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1035.

101081I

[Polish Solidarity](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1036.

101081C

[Salt Mine](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1037.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1038.

100084J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1039.

100553C

[Cactus Generator](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1040.

101370G

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1041.

101370E

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1042.

101370I

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1043.

101370K

[Trediff](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1044.

101370H

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

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

1045.

101370A

[Abelian Groups](#) · [Tutorial](#)

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

1046.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

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

1047.

101370F

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

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

1048.

101370C

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

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

1049.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1050.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1051.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[molamola.'s solution](#)

1052.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1053.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1054.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1055.

100959L

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

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1056.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1057.

100084C

[Cactus Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1058.

100084H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1059.

100084F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1060.

100084K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1061.

100084E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[molamola.'s solution](#)

1062.

100084D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1063.

100084I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1064.

100084A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1065.

100084B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1066.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1067.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1068.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1069.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1070.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1071.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1072.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1073.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1074.

100307E

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1075.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1076.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1077.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1078.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1079.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1080.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1081.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1082.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1083.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1084.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1085.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1086.

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1087.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1088.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1089.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1090.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1091.

100307I

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

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1092.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1093.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1094.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1095.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1096.

100960D

[Handling a Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1097.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1098.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1099.

100960G

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

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1100.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1101.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1102.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1103.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1104.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1105.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1106.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1107.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1108.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1109.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1110.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1111.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1112.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1113.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1114.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · last AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1115.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · last AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1116.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · last AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1117.

100492J

[Jumbo World](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1118.

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1119.

100492C

[Collision Detection](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1120.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1121.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1122.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1123.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1124.

101252B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1125.

101252E

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1126.

101252J

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

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1127.

101252F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1128.

101252K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1129.

101252D

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

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1130.

101252C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1131.

101252H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1132.

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1133.

101252A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1134.

101212F

[Batman and Robin](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1135.

101212E

[Village Fair](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1136.

101212D

[One Punch Man](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1137.

101212C

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

Rating: — · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1138.

101212B

[Beautiful Factorial Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1139.

101212A

[Guess the Queue](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1140.

101243K

[Polymorphic code](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1141.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · Ruby (first AC) · Tags: —
[molamola.'s solution](#)

1142.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1143.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1144.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1145.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1146.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1147.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1148.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1149.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1150.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1151.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1152.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1153.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1154.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1155.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1156.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1157.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1158.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1159.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1160.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1161.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1162.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · Ruby (first AC) · Tags: —
[molamola.'s solution](#)

1163.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1164.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1165.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1166.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[molamola.'s solution](#)

1167.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1168.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1169.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1170.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1171.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1172.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1173.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1174.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1175.

101170E

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

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1176.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1177.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1178.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1179.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1180.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1181.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1182.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1183.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1184.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1185.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1186.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1187.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1188.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1189.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1190.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1191.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1192.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1193.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1194.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1195.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1196.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1197.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1198.

100285D

[This cheeseburger you don't need](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1199.

100285I

[The old Padawan](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1200.

100285B

[The battle near the swamp](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: —
[molamola.'s solution](#)

1201.

100151G

[Traffic Lights](#) · [Tutorial](#)

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

1202.

100151L

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

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

1203.

100151E

[Berland Chess](#) · [Tutorial](#)

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

1204.

100151B

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

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

1205.

100151F

[Divisibility](#) · [Tutorial](#)

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

1206.

100151K

[Emoticons](#) · [Tutorial](#)

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

1207.

100151C

[Dice Tower](#) · [Tutorial](#)

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

1208.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

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

1209.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[molamola.'s solution](#)

1210.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C (first AC) · Tags: —
[molamola.'s solution](#)

1211.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C (first AC) · Tags: —
[molamola.'s solution](#)

1212.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[molamola.'s solution](#)

1213.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[molamola.'s solution](#)

1214.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[molamola.'s solution](#)

1215.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C (first AC) · Tags: —
[molamola.'s solution](#)

1216.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[molamola.'s solution](#)**1217.**

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[molamola.'s solution](#)**1218.**

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2014-03-27 · last AC: 2014-03-27 · GNU C++ (first AC) · Tags: greedy

[molamola.'s solution](#)**1219.**

391F1

[Stock Trading](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: dp

[molamola.'s solution](#)