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Unique solved — nfssdq

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

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

Filters: none

Count: 1,096

1.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[nfssdq's solution](#)

2.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

3.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,566 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

4.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[nfssdq's solution](#)

5.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[nfssdq's solution](#)

6.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

7.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,749 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

8.

599A

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

Quality: 31,436 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

9.

581A

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

Quality: 84,951 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[nfssdq's solution](#)

10.

546A

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

Quality: 235,186 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[nfssdq's solution](#)

11.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

12.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[nfssdq's solution](#)

13.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation
[nfssdq's solution](#)

14.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

15.

472A

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

Quality: 70,768 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory
[nfssdq's solution](#)

16.

467A

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

Quality: 155,919 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

17.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

18.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,940 global accepts · Rating: 800 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

19.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,501 global accepts · Rating: 800 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[nfssdq's solution](#)

20.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,231 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

21.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation
[nfssdq's solution](#)

22.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: implementation, math
[nfssdq's solution](#)

23.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

24.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,310 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings
[nfssdq's solution](#)

25.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, sortings
[nfssdq's solution](#)

26.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: implementation, math
[nfssdq's solution](#)

27.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,226 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

28.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,718 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force
[nfssdq's solution](#)

29.

268A

[Games](#) · [Tutorial](#)

Quality: 104,199 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force
[nfssdq's solution](#)

30.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,067 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[nfssdq's solution](#)

31.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,527 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

32.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,952 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

33.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

34.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,198 global accepts · Rating: 800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

35.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,986 global accepts · Rating: 800 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[nfssdq's solution](#)

36.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,659 global accepts · Rating: 800 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: brute force
[nfssdq's solution](#)

37.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2011-12-09 · GNU C (first AC) · Tags: implementation
[nfssdq's solution](#)

38.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[nfssdq's solution](#)

39.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[nfssdq's solution](#)

40.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

41.

580A

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

Quality: 104,675 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[nfssdq's solution](#)

42.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[nfssdq's solution](#)

43.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[nfssdq's solution](#)

44.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

45.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

46.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,674 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

47.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
[nfssdq's solution](#)

48.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

49.

439A

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

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation
[nfssdq's solution](#)

50.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

51.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation
[nfssdq's solution](#)

52.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

53.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation
[nfssdq's solution](#)

54.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, number theory
[nfssdq's solution](#)

55.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation
[nfssdq's solution](#)

56.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

57.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,465 global accepts · Rating: 900 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

58.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[nfssdq's solution](#)

59.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

60.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,209 global accepts · Rating: 900 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

61.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[nfssdq's solution](#)

62.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

63.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[nfssdq's solution](#)

64.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[nfssdq's solution](#)

65.

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
[nfssdq's solution](#)

66.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[nfssdq's solution](#)

67.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[nfssdq's solution](#)

68.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[nfssdq's solution](#)

69.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[nfssdq's solution](#)

70.

452A

[Eevee](#) · [Tutorial](#)

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

71.

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

72.

435A

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

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

73.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

74.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

75.

400A

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

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

76.

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
[nfssdq's solution](#)

77.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,262 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

78.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math
[nfssdq's solution](#)

79.

339B

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

Quality: 81,368 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation
[nfssdq's solution](#)

80.

336A

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

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math
[nfssdq's solution](#)

81.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: greedy
[nfssdq's solution](#)

82.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings
[nfssdq's solution](#)

83.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,677 global accepts · Rating: 1000 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: implementation, math
[nfssdq's solution](#)

84.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: implementation, strings
[nfssdq's solution](#)

85.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math
[nfssdq's solution](#)

86.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings
[nfssdq's solution](#)

87.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

88.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,522 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

89.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,346 global accepts · Rating: 1000 · first AC: 2011-03-24 · GNU C (first AC) · Tags: implementation, math

[nfssdq's solution](#)

90.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[nfssdq's solution](#)

91.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

92.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[nfssdq's solution](#)

93.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[nfssdq's solution](#)

94.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[nfssdq's solution](#)

95.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[nfssdq's solution](#)

96.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[nfssdq's solution](#)

97.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

98.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[nfssdq's solution](#)

99.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[nfssdq's solution](#)

100.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[nfssdq's solution](#)

101.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

102.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[nfssdq's solution](#)

103.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[nfssdq's solution](#)

104.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy

[nfssdq's solution](#)

105.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[nfssdq's solution](#)

106.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[nfssdq's solution](#)

107.

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[nfssdq's solution](#)

108.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force

[nfssdq's solution](#)

109.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

110.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

111.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

112.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[nfssdq's solution](#)

113.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[nfssdq's solution](#)

114.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

115.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

116.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

117.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,066 global accepts · Rating: 1100 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: brute force, dp

[nfssdq's solution](#)

118.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

119.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

120.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp, implementation

[nfssdq's solution](#)

121.

300A

[Array](#) · [Tutorial](#)

Quality: 27,208 global accepts · Rating: 1100 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[nfssdq's solution](#)

122.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

123.

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

124.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: brute force, implementation

[nfssdq's solution](#)

125.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

126.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[nfssdq's solution](#)

127.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation

[nfssdq's solution](#)

128.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

129.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[nfssdq's solution](#)

130.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy, sortings

[nfssdq's solution](#)

131.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,328 global accepts · Rating: 1100 · first AC: 2011-12-09 · GNU C (first AC) · Tags: implementation, math

[nfssdq's solution](#)

132.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C (first AC) · Tags: implementation, math

[nfssdq's solution](#)

133.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,788 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[nfssdq's solution](#)

134.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[nfssdq's solution](#)

135.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[nfssdq's solution](#)

136.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[nfssdq's solution](#)

137.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

138.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

139.

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[nfssdq's solution](#)

140.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

141.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[nfssdq's solution](#)

142.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

143.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[nfssdq's solution](#)

144.

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[nfssdq's solution](#)

145.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

146.

492B

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

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[nfssdq's solution](#)

147.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[nfssdq's solution](#)

148.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[nfssdq's solution](#)

149.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,530 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[nfssdq's solution](#)

150.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

151.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

152.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[nfssdq's solution](#)

153.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

154.

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

155.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[nfssdq's solution](#)

156.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[nfssdq's solution](#)

157.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings

[nfssdq's solution](#)

158.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math

[nfssdq's solution](#)

159.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[nfssdq's solution](#)

160.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[nfssdq's solution](#)

161.

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

[nfssdq's solution](#)

162.

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

[nfssdq's solution](#)

163.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[nfssdq's solution](#)

164.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

165.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[nfssdq's solution](#)

166.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

167.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[nfssdq's solution](#)

168.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[nfssdq's solution](#)

169.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[nfssdq's solution](#)

170.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

171.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: brute force, implementation

[nfssdq's solution](#)

172.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[nfssdq's solution](#)

173.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

174.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

175.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: greedy, implementation, math
[nfssdq's solution](#)

176.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 1200 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[nfssdq's solution](#)

177.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[nfssdq's solution](#)

178.

690C1

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

Quality: 3,170 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

179.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

180.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force
[nfssdq's solution](#)

181.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings
[nfssdq's solution](#)

182.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[nfssdq's solution](#)

183.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[nfssdq's solution](#)

184.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[nfssdq's solution](#)

185.

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
[nfssdq's solution](#)

186.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[nfssdq's solution](#)

187.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[nfssdq's solution](#)

188.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[nfssdq's solution](#)

189.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[nfssdq's solution](#)

190.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

191.

558B

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

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

192.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[nfssdq's solution](#)

193.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory
[nfssdq's solution](#)

194.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation
[nfssdq's solution](#)

195.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, math, strings
[nfssdq's solution](#)

196.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

197.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,259 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[nfssdq's solution](#)

198.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

199.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

200.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,486 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[nfssdq's solution](#)

201.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1300 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: math, probabilities

[nfssdq's solution](#)

202.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

203.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[nfssdq's solution](#)

204.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: math, number theory

[nfssdq's solution](#)

205.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

206.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[nfssdq's solution](#)

207.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[nfssdq's solution](#)

208.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: greedy, implementation
[nfssdq's solution](#)

209.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, strings
[nfssdq's solution](#)

210.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy
[nfssdq's solution](#)

211.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 1300 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: brute force, implementation
[nfssdq's solution](#)

212.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy
[nfssdq's solution](#)

213.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: games, greedy, implementation
[nfssdq's solution](#)

214.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: implementation, number theory
[nfssdq's solution](#)

215.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[nfssdq's solution](#)

216.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[nfssdq's solution](#)

217.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[nfssdq's solution](#)

218.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math
[nfssdq's solution](#)

219.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[nfssdq's solution](#)

220.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[nfssdq's solution](#)

221.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[nfssdq's solution](#)

222.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[nfssdq's solution](#)

223.

581C

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

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[nfssdq's solution](#)

224.

550B

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

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[nfssdq's solution](#)

225.

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games
[nfssdq's solution](#)

226.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[nfssdq's solution](#)

227.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation
[nfssdq's solution](#)

228.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math
[nfssdq's solution](#)

229.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[nfssdq's solution](#)

230.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[nfssdq's solution](#)

231.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[nfssdq's solution](#)

232.

514B

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

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math

[nfssdq's solution](#)

233.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[nfssdq's solution](#)

234.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,683 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math

[nfssdq's solution](#)

235.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

236.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: greedy, sortings

[nfssdq's solution](#)

237.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[nfssdq's solution](#)

238.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[nfssdq's solution](#)

239.

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[nfssdq's solution](#)

240.

472C

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

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

[nfssdq's solution](#)

241.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[nfssdq's solution](#)

242.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

243.

441B

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

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

[nfssdq's solution](#)

244.

435B

[Pasha Maximizes](#) · [Tutorial](#)

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

[nfssdq's solution](#)

245.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[nfssdq's solution](#)

246.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[nfssdq's solution](#)

247.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[nfssdq's solution](#)

248.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[nfssdq's solution](#)

249.

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

[nfssdq's solution](#)

250.

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

[nfssdq's solution](#)

251.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[nfssdq's solution](#)

252.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

253.

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

[nfssdq's solution](#)

254.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[nfssdq's solution](#)

255.

331A1

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

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

[nfssdq's solution](#)

256.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

257.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[nfssdq's solution](#)

258.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[nfssdq's solution](#)

259.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: greedy, sortings

[nfssdq's solution](#)

260.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2013-03-05 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[nfssdq's solution](#)

261.

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[nfssdq's solution](#)

262.

277A

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

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[nfssdq's solution](#)

263.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

264.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

265.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[nfssdq's solution](#)

266.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[nfssdq's solution](#)

267.

262C

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

Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[nfssdq's solution](#)

268.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

269.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[nfssdq's solution](#)

270.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[nfssdq's solution](#)

271.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[nfssdq's solution](#)

272.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[nfssdq's solution](#)

273.

690C2

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

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

[nfssdq's solution](#)

274.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[nfssdq's solution](#)

275.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[nfssdq's solution](#)

276.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,435 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[nfssdq's solution](#)

277.

676B

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

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[nfssdq's solution](#)

278.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[nfssdq's solution](#)

279.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[nfssdq's solution](#)

280.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[nfssdq's solution](#)

281.

599B

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

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

282.

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

[nfssdq's solution](#)

283.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[nfssdq's solution](#)

284.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[nfssdq's solution](#)

285.

576A

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

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[nfssdq's solution](#)

286.

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

[nfssdq's solution](#)

287.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[nfssdq's solution](#)

288.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

289.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[nfssdq's solution](#)

290.

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[nfssdq's solution](#)

291.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[nfssdq's solution](#)

292.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,861 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[nfssdq's solution](#)

293.

528A

[Glass Carving](#) · [Tutorial](#)

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

[nfssdq's solution](#)

294.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[nfssdq's solution](#)

295.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[nfssdq's solution](#)

296.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[nfssdq's solution](#)

297.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,966 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

298.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[nfssdq's solution](#)

299.

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[nfssdq's solution](#)

300.

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

[nfssdq's solution](#)

301.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

302.

403A

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

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

[nfssdq's solution](#)

303.

400C

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

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

304.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-18 · last AC: 2013-12-18 · GNU C++ (first AC) · Tags: combinatorics, greedy
[nfssdq's solution](#)

305.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation
[nfssdq's solution](#)

306.

362A

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

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy, math
[nfssdq's solution](#)

307.

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
[nfssdq's solution](#)

308.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu
[nfssdq's solution](#)

309.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math
[nfssdq's solution](#)

310.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs
[nfssdq's solution](#)

311.

341B

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

Rating: 1500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[nfssdq's solution](#)

312.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation
[nfssdq's solution](#)

313.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[nfssdq's solution](#)

314.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[nfssdq's solution](#)

315.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[nfssdq's solution](#)

316.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

317.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[nfssdq's solution](#)

318.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[nfssdq's solution](#)

319.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[nfssdq's solution](#)

320.

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[nfssdq's solution](#)

321.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[nfssdq's solution](#)

322.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[nfssdq's solution](#)

323.

276C

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

Quality: 39,544 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[nfssdq's solution](#)

324.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[nfssdq's solution](#)

325.

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: data structures, implementation

[nfssdq's solution](#)

326.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[nfssdq's solution](#)

327.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-12-28 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

328.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: implementation, strings

[nfssdq's solution](#)

329.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

330.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[nfssdq's solution](#)

331.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[nfssdq's solution](#)

332.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[nfssdq's solution](#)

333.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[nfssdq's solution](#)

334.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[nfssdq's solution](#)

335.

657A

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[nfssdq's solution](#)

336.

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

[nfssdq's solution](#)

337.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[nfssdq's solution](#)

338.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[nfssdq's solution](#)

339.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[nfssdq's solution](#)

340.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[nfssdq's solution](#)

341.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[nfssdq's solution](#)

342.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[nfssdq's solution](#)

343.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[nfssdq's solution](#)

344.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[nfssdq's solution](#)

345.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[nfssdq's solution](#)

346.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[nfssdq's solution](#)

347.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[nfssdq's solution](#)

348.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[nfssdq's solution](#)

349.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[nfssdq's solution](#)

350.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[nfssdq's solution](#)

351.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[nfssdq's solution](#)

352.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[nfssdq's solution](#)

353.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[nfssdq's solution](#)

354.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nfssdq's solution](#)

355.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[nfssdq's solution](#)

356.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

357.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[nfssdq's solution](#)

358.

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[nfssdq's solution](#)

359.

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

[nfssdq's solution](#)

360.

435C

[Cardiogram](#) · [Tutorial](#)

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

[nfssdq's solution](#)

361.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

362.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

363.

407B

[Long Path](#) · [Tutorial](#)

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

[nfssdq's solution](#)

364.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[nfssdq's solution](#)

365.

406A

[Unusual Product](#) · [Tutorial](#)

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

[nfssdq's solution](#)

366.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[nfssdq's solution](#)

367.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[nfssdq's solution](#)

368.

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

[nfssdq's solution](#)

369.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[nfssdq's solution](#)

370.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[nfssdq's solution](#)

371.

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[nfssdq's solution](#)

372.

364A

[Matrix](#) · [Tutorial](#)

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

[nfssdq's solution](#)

373.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math, number theory

[nfssdq's solution](#)

374.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[nfssdq's solution](#)

375.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[nfssdq's solution](#)

376.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[nfssdq's solution](#)

377.

343A

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

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[nfssdq's solution](#)

378.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory

[nfssdq's solution](#)

379.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

380.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: combinatorics, math

[nfssdq's solution](#)

381.

319A

[Malek Dance Club](#) · [Tutorial](#)

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

[nfssdq's solution](#)

382.

317A

[Perfect Pair](#) · [Tutorial](#)

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

[nfssdq's solution](#)

383.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[nfssdq's solution](#)

384.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[nfssdq's solution](#)

385.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

386.

298D

[Fish Weight](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: greedy, math, sortings

[nfssdq's solution](#)

387.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, greedy

[nfssdq's solution](#)

388.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[nfssdq's solution](#)

389.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[nfssdq's solution](#)

390.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-14 · GNU C++ (first AC) · Tags: combinatorics, math, sortings

[nfssdq's solution](#)

391.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[nfssdq's solution](#)

392.

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math, sortings

[nfssdq's solution](#)

393.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[nfssdq's solution](#)

394.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[nfssdq's solution](#)

395.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: 1600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

396.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[nfssdq's solution](#)

397.

244C

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

Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[nfssdq's solution](#)

398.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[nfssdq's solution](#)

399.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: greedy, number theory

[nfssdq's solution](#)

400.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[nfssdq's solution](#)

401.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[nfssdq's solution](#)

402.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[nfssdq's solution](#)

403.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[nfssdq's solution](#)

404.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nfssdq's solution](#)

405.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[nfssdq's solution](#)

406.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

407.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[nfssdq's solution](#)

408.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[nfssdq's solution](#)

409.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[nfssdq's solution](#)

410.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[nfssdq's solution](#)

411.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[nfssdq's solution](#)

412.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math
[nfssdq's solution](#)

413.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[nfssdq's solution](#)

414.

596C

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

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

[nfssdq's solution](#)

415.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

416.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[nfssdq's solution](#)

417.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[nfssdq's solution](#)

418.

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

[nfssdq's solution](#)

419.

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

[nfssdq's solution](#)

420.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[nfssdq's solution](#)

421.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[nfssdq's solution](#)

422.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[nfssdq's solution](#)

423.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[nfssdq's solution](#)

424.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

425.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[nfssdq's solution](#)

426.

518D

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

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[nfssdq's solution](#)

427.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[nfssdq's solution](#)

428.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[nfssdq's solution](#)

429.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[nfssdq's solution](#)

430.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[nfssdq's solution](#)

431.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[nfssdq's solution](#)

432.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[nfssdq's solution](#)

433.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

434.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[nfssdq's solution](#)

435.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dp, implementation

[nfssdq's solution](#)

436.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[nfssdq's solution](#)

437.

464A

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

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

[nfssdq's solution](#)

438.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[nfssdq's solution](#)

439.

458A

[Golden System](#) · [Tutorial](#)

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

[nfssdq's solution](#)

440.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[nfssdq's solution](#)

441.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[nfssdq's solution](#)

442.

439C

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

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[nfssdq's solution](#)

443.

439D

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

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[nfssdq's solution](#)

444.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

445.

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

[nfssdq's solution](#)

446.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation, sortings

[nfssdq's solution](#)

447.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[nfssdq's solution](#)

448.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[nfssdq's solution](#)

449.

331B1

[Shave Beaver!](#) · [Tutorial](#)

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

[nfssdq's solution](#)

450.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: combinatorics, math

[nfssdq's solution](#)

451.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: implementation, math, number theory

[nfssdq's solution](#)

452.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[nfssdq's solution](#)

453.

305B

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

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, implementation, math

[nfssdq's solution](#)

454.

303B

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

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

455.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[nfssdq's solution](#)

456.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

457.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[nfssdq's solution](#)

458.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: geometry, implementation, math

[nfssdq's solution](#)

459.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: brute force, implementation, two pointers

[nfssdq's solution](#)

460.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-05 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[nfssdq's solution](#)

461.

276D

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

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[nfssdq's solution](#)

462.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[nfssdq's solution](#)

463.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[nfssdq's solution](#)

464.

270D

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

Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

465.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[nfssdq's solution](#)

466.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nfssdq's solution](#)

467.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[nfssdq's solution](#)

468.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[nfssdq's solution](#)

469.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[nfssdq's solution](#)

470.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[nfssdq's solution](#)

471.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

472.

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: combinatorics

[nfssdq's solution](#)

473.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[nfssdq's solution](#)

474.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[nfssdq's solution](#)

475.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[nfssdq's solution](#)

476.

668B

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

Quality: 1800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation

[nfssdq's solution](#)

477.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[nfssdq's solution](#)

478.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[nfssdq's solution](#)

479.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[nfssdq's solution](#)

480.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[nfssdq's solution](#)

481.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[nfssdq's solution](#)

482.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: math

[nfssdq's solution](#)

483.

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

[nfssdq's solution](#)

484.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[nfssdq's solution](#)

485.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[nfssdq's solution](#)

486.

528B

[Clique Problem](#) · [Tutorial](#)

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

[nfssdq's solution](#)

487.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[nfssdq's solution](#)

488.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[nfssdq's solution](#)

489.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[nfssdq's solution](#)

490.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[nfssdq's solution](#)

491.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[nfssdq's solution](#)

492.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

493.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: string suffix structures, strings

[nfssdq's solution](#)

494.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: dp, probabilities

[nfssdq's solution](#)

495.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: math, probabilities

[nfssdq's solution](#)

496.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[nfssdq's solution](#)

497.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp, games, math, probabilities
[nfssdq's solution](#)

498.

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
[nfssdq's solution](#)

499.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, brute force
[nfssdq's solution](#)

500.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: greedy, sortings
[nfssdq's solution](#)

501.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings
[nfssdq's solution](#)

502.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory
[nfssdq's solution](#)

503.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 1800 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, greedy
[nfssdq's solution](#)

504.

358D

[Dima and Hares](#) · [Tutorial](#)

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

505.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory
[nfssdq's solution](#)

506.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy
[nfssdq's solution](#)

507.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-14 · GNU C++ (first AC) · Tags: binary search, math

[nfssdq's solution](#)

508.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, combinatorics

[nfssdq's solution](#)

509.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[nfssdq's solution](#)

510.

275D

[Zero Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-02-20 · last AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[nfssdq's solution](#)

511.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[nfssdq's solution](#)

512.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 1800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[nfssdq's solution](#)

513.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: brute force, geometry, math

[nfssdq's solution](#)

514.

255D

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

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: binary search, implementation, math

[nfssdq's solution](#)

515.

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

[nfssdq's solution](#)

516.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[nfssdq's solution](#)

517.

2022D1

[Asesino \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[nfssdq's solution](#)

518.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[nfssdq's solution](#)

519.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[nfssdq's solution](#)

520.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[nfssdq's solution](#)

521.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[nfssdq's solution](#)

522.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[nfssdq's solution](#)

523.

1371E1

[Asterism \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[nfssdq's solution](#)

524.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees
[nfssdq's solution](#)

525.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory
[nfssdq's solution](#)

526.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[nfssdq's solution](#)

527.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities
[nfssdq's solution](#)

528.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar
[nfssdq's solution](#)

529.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[nfssdq's solution](#)

530.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[nfssdq's solution](#)

531.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[nfssdq's solution](#)

532.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings
[nfssdq's solution](#)

533.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[nfssdq's solution](#)

534.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[nfssdq's solution](#)

535.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
[nfssdq's solution](#)

536.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[nfssdq's solution](#)

537.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp
[nfssdq's solution](#)

538.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: brute force, math

[nfssdq's solution](#)

539.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[nfssdq's solution](#)

540.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[nfssdq's solution](#)

541.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: data structures, dsu

[nfssdq's solution](#)

542.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[nfssdq's solution](#)

543.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[nfssdq's solution](#)

544.

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[nfssdq's solution](#)

545.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[nfssdq's solution](#)

546.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

547.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[nfssdq's solution](#)

548.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[nfssdq's solution](#)

549.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[nfssdq's solution](#)

550.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[nfssdq's solution](#)

551.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[nfssdq's solution](#)

552.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[nfssdq's solution](#)

553.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[nfssdq's solution](#)

554.

529E

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

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[nfssdq's solution](#)

555.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[nfssdq's solution](#)

556.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[nfssdq's solution](#)

557.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation

[nfssdq's solution](#)

558.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

559.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[nfssdq's solution](#)

560.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[nfssdq's solution](#)

561.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities
[nfssdq's solution](#)

562.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: brute force, probabilities
[nfssdq's solution](#)

563.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation
[nfssdq's solution](#)

564.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math
[nfssdq's solution](#)

565.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: dp, sortings
[nfssdq's solution](#)

566.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: greedy
[nfssdq's solution](#)

567.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,847 global accepts · Rating: 1900 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
[nfssdq's solution](#)

568.

452D

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

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

569.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy
[nfssdq's solution](#)

570.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[nfssdq's solution](#)

571.

418B

[Cunning Gena](#) · [Tutorial](#)

Quality: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[nfssdq's solution](#)

572.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dp, implementation

[nfssdq's solution](#)

573.

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

[nfssdq's solution](#)

574.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2013-12-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[nfssdq's solution](#)

575.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[nfssdq's solution](#)

576.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: binary search, data structures

[nfssdq's solution](#)

577.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

578.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math

[nfssdq's solution](#)

579.

336B

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

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

580.

331B2

[Shave Beaver!](#) · [Tutorial](#)

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

[nfssdq's solution](#)

581.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nfssdq's solution](#)

582.

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: dp, flows, greedy, two pointers

[nfssdq's solution](#)

583.

319B

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

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

[nfssdq's solution](#)

584.

259D

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

Rating: 1900 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[nfssdq's solution](#)

585.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1900 · first AC: 2012-11-29 · GNU C++ (first AC) · Tags: geometry, ternary search, two pointers

[nfssdq's solution](#)

586.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[nfssdq's solution](#)

587.

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

[nfssdq's solution](#)

588.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[nfssdq's solution](#)

589.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[nfssdq's solution](#)

590.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[nfssdq's solution](#)

591.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[nfssdq's solution](#)

592.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[nfssdq's solution](#)

593.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[nfssdq's solution](#)

594.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[nfssdq's solution](#)

595.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[nfssdq's solution](#)

596.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[nfssdq's solution](#)

597.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[nfssdq's solution](#)

598.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[nfssdq's solution](#)

599.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths
[nfssdq's solution](#)

600.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy
[nfssdq's solution](#)

601.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[nfssdq's solution](#)

602.

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
[nfssdq's solution](#)

603.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings
[nfssdq's solution](#)

604.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math
[nfssdq's solution](#)

605.

629D

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

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp
[nfssdq's solution](#)

606.

629C

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

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, strings
[nfssdq's solution](#)

607.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices
[nfssdq's solution](#)

608.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees
[nfssdq's solution](#)

609.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory
[nfssdq's solution](#)

610.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[nfssdq's solution](#)

611.

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
[nfssdq's solution](#)

612.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[nfssdq's solution](#)

613.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[nfssdq's solution](#)

614.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[nfssdq's solution](#)

615.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[nfssdq's solution](#)

616.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[nfssdq's solution](#)

617.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[nfssdq's solution](#)

618.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation
[nfssdq's solution](#)

619.

514C

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

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[nfssdq's solution](#)

620.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers
[nfssdq's solution](#)

621.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities
[nfssdq's solution](#)

622.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · last AC: 2015-02-01 · GNU C++0x (first AC) · Tags: dp, greedy, implementation
[nfssdq's solution](#)

623.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: math, strings
[nfssdq's solution](#)

624.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-19 · GNU C++ (first AC) · Tags: dp, strings

[nfssdq's solution](#)

625.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

626.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[nfssdq's solution](#)

627.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

628.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[nfssdq's solution](#)

629.

341C

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

Rating: 2000 · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[nfssdq's solution](#)

630.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[nfssdq's solution](#)

631.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[nfssdq's solution](#)

632.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[nfssdq's solution](#)

633.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math

[nfssdq's solution](#)

634.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: data structures, dp

[nfssdq's solution](#)

635.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[nfssdq's solution](#)

636.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[nfssdq's solution](#)

637.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, probabilities

[nfssdq's solution](#)

638.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dp, math, probabilities

[nfssdq's solution](#)

639.

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

[nfssdq's solution](#)

640.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math

[nfssdq's solution](#)

641.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

[nfssdq's solution](#)

642.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[nfssdq's solution](#)

643.

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

[nfssdq's solution](#)

644.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: math

[nfssdq's solution](#)

645.

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

[nfssdq's solution](#)

646.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[nfssdq's solution](#)

647.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[nfssdq's solution](#)

648.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[nfssdq's solution](#)

649.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2014-05-15 · last AC: 2014-05-20 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

[nfssdq's solution](#)

650.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2014-05-03 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[nfssdq's solution](#)

651.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: bitmasks, dp

[nfssdq's solution](#)

652.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[nfssdq's solution](#)

653.

400D

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

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[nfssdq's solution](#)

654.

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

[nfssdq's solution](#)

655.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · last AC: 2014-01-21 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[nfssdq's solution](#)

656.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[nfssdq's solution](#)

657.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2014-01-08 · GNU C++ (first AC) · Tags: geometry

[nfssdq's solution](#)

658.

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

[nfssdq's solution](#)

659.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: binary search, data structures, dp, trees

[nfssdq's solution](#)

660.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: greedy, implementation

[nfssdq's solution](#)

661.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, math, two pointers

[nfssdq's solution](#)

662.

358C

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

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[nfssdq's solution](#)

663.

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, strings

[nfssdq's solution](#)

664.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[nfssdq's solution](#)

665.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[nfssdq's solution](#)

666.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[nfssdq's solution](#)

667.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

668.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation
[nfssdq's solution](#)

669.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: bitmasks, data structures
[nfssdq's solution](#)

670.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees
[nfssdq's solution](#)

671.

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
[nfssdq's solution](#)

672.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
[nfssdq's solution](#)

673.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
[nfssdq's solution](#)

674.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[nfssdq's solution](#)

675.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[nfssdq's solution](#)

676.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[nfssdq's solution](#)

677.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[nfssdq's solution](#)

678.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[nfssdq's solution](#)

679.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[nfssdq's solution](#)

680.

690D3

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

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: dp

[nfssdq's solution](#)

681.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures

[nfssdq's solution](#)

682.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[nfssdq's solution](#)

683.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[nfssdq's solution](#)

684.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[nfssdq's solution](#)

685.

587B

[Duff in Beach](#) · [Tutorial](#)

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

[nfssdq's solution](#)

686.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[nfssdq's solution](#)

687.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[nfssdq's solution](#)

688.

571A

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

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math
[nfssdq's solution](#)

689.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[nfssdq's solution](#)

690.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math
[nfssdq's solution](#)

691.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: flows, graphs, math
[nfssdq's solution](#)

692.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy
[nfssdq's solution](#)

693.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[nfssdq's solution](#)

694.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[nfssdq's solution](#)

695.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, greedy
[nfssdq's solution](#)

696.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[nfssdq's solution](#)

697.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[nfssdq's solution](#)

698.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[nfssdq's solution](#)

699.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory
[nfssdq's solution](#)

700.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: combinatorics, dp
[nfssdq's solution](#)

701.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees
[nfssdq's solution](#)

702.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers
[nfssdq's solution](#)

703.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory
[nfssdq's solution](#)

704.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy
[nfssdq's solution](#)

705.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: brute force, dp, number theory
[nfssdq's solution](#)

706.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[nfssdq's solution](#)

707.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: dp, geometry
[nfssdq's solution](#)

708.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: greedy, implementation
[nfssdq's solution](#)

709.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

710.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[nfssdq's solution](#)

711.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[nfssdq's solution](#)

712.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[nfssdq's solution](#)

713.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[nfssdq's solution](#)

714.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[nfssdq's solution](#)

715.

464C

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

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

[nfssdq's solution](#)

716.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[nfssdq's solution](#)

717.

458C

[Elections](#) · [Tutorial](#)

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

[nfssdq's solution](#)

718.

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

[nfssdq's solution](#)

719.

439E

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

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[nfssdq's solution](#)

720.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures
[nfssdq's solution](#)

721.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math
[nfssdq's solution](#)

722.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[nfssdq's solution](#)

723.

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
[nfssdq's solution](#)

724.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[nfssdq's solution](#)

725.

322E

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

Rating: 2100 · first AC: 2013-06-29 · GNU C++ (first AC) · Tags: divide and conquer
[nfssdq's solution](#)

726.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp
[nfssdq's solution](#)

727.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: dp, games
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728.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, graphs, trees
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729.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2013-01-31 · GNU C++ (first AC) · Tags: data structures
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730.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: math, probabilities, sortings
[nfssdq's solution](#)

731.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[nfssdq's solution](#)

732.

260D

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Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
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733.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[nfssdq's solution](#)

734.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[nfssdq's solution](#)

735.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
[nfssdq's solution](#)

736.

690C3

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

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: trees
[nfssdq's solution](#)

737.

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[nfssdq's solution](#)

738.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[nfssdq's solution](#)

739.

657B

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

Rating: 2200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: math
[nfssdq's solution](#)

740.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[nfssdq's solution](#)

741.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[nfssdq's solution](#)

742.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[nfssdq's solution](#)

743.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[nfssdq's solution](#)

744.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures
[nfssdq's solution](#)

745.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math
[nfssdq's solution](#)

746.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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747.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[nfssdq's solution](#)

748.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees
[nfssdq's solution](#)

749.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[nfssdq's solution](#)

750.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[nfssdq's solution](#)

751.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[nfssdq's solution](#)

752.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[nfssdq's solution](#)

753.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[nfssdq's solution](#)

754.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[nfssdq's solution](#)

755.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[nfssdq's solution](#)

756.

550E

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

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nfssdq's solution](#)

757.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[nfssdq's solution](#)

758.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[nfssdq's solution](#)

759.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[nfssdq's solution](#)

760.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[nfssdq's solution](#)

761.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[nfssdq's solution](#)

762.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[nfssdq's solution](#)

763.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp, matrices

[nfssdq's solution](#)

764.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[nfssdq's solution](#)

765.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dp, greedy

[nfssdq's solution](#)

766.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation

[nfssdq's solution](#)

767.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math

[nfssdq's solution](#)

768.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

769.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[nfssdq's solution](#)

770.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[nfssdq's solution](#)

771.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[nfssdq's solution](#)

772.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: greedy

[nfssdq's solution](#)

773.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: data structures

[nfssdq's solution](#)

774.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees
[nfssdq's solution](#)

775.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: graphs, greedy
[nfssdq's solution](#)

776.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities
[nfssdq's solution](#)

777.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings
[nfssdq's solution](#)

778.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation
[nfssdq's solution](#)

779.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[nfssdq's solution](#)

780.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-19 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry
[nfssdq's solution](#)

781.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy
[nfssdq's solution](#)

782.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2014-04-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer
[nfssdq's solution](#)

783.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: binary search, data structures
[nfssdq's solution](#)

784.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: graph matchings

[nfssdq's solution](#)

785.

385D

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

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

[nfssdq's solution](#)

786.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[nfssdq's solution](#)

787.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: greedy, math

[nfssdq's solution](#)

788.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[nfssdq's solution](#)

789.

305D

[Olga and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: combinatorics, math

[nfssdq's solution](#)

790.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[nfssdq's solution](#)

791.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[nfssdq's solution](#)

792.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[nfssdq's solution](#)

793.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[nfssdq's solution](#)

794.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[nfssdq's solution](#)

795.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[nfssdq's solution](#)

796.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[nfssdq's solution](#)

797.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[nfssdq's solution](#)

798.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[nfssdq's solution](#)

799.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[nfssdq's solution](#)

800.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[nfssdq's solution](#)

801.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[nfssdq's solution](#)

802.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[nfssdq's solution](#)

803.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[nfssdq's solution](#)

804.

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[nfssdq's solution](#)

805.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[nfssdq's solution](#)

806.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[nfssdq's solution](#)

807.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[nfssdq's solution](#)

808.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings
[nfssdq's solution](#)

809.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: games
[nfssdq's solution](#)

810.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers
[nfssdq's solution](#)

811.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp
[nfssdq's solution](#)

812.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp
[nfssdq's solution](#)

813.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-31 · last AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees
[nfssdq's solution](#)

814.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[nfssdq's solution](#)

815.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[nfssdq's solution](#)

816.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees
[nfssdq's solution](#)

817.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy
[nfssdq's solution](#)

818.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[nfssdq's solution](#)

819.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[nfssdq's solution](#)

820.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation
[nfssdq's solution](#)

821.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures
[nfssdq's solution](#)

822.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings
[nfssdq's solution](#)

823.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dp, trees
[nfssdq's solution](#)

824.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu
[nfssdq's solution](#)

825.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[nfssdq's solution](#)

826.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: brute force, number theory
[nfssdq's solution](#)

827.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: dp, games
[nfssdq's solution](#)

828.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: data structures, math
[nfssdq's solution](#)

829.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-10-09 · last AC: 2014-10-09 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing
[nfssdq's solution](#)

830.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[nfssdq's solution](#)

831.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: dp
[nfssdq's solution](#)

832.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[nfssdq's solution](#)

833.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[nfssdq's solution](#)

834.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp
[nfssdq's solution](#)

835.

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
[nfssdq's solution](#)

836.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: combinatorics, dp

[nfssdq's solution](#)

837.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[nfssdq's solution](#)

838.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[nfssdq's solution](#)

839.

2041F

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

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[nfssdq's solution](#)

840.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[nfssdq's solution](#)

841.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[nfssdq's solution](#)

842.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[nfssdq's solution](#)

843.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[nfssdq's solution](#)

844.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[nfssdq's solution](#)

845.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[nfssdq's solution](#)

846.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[nfssdq's solution](#)

847.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: data structures

[nfssdq's solution](#)

848.

679C

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

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[nfssdq's solution](#)

849.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: math

[nfssdq's solution](#)

850.

668C

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

Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities

[nfssdq's solution](#)

851.

657C

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

Rating: 2400 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: sortings, two pointers

[nfssdq's solution](#)

852.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[nfssdq's solution](#)

853.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[nfssdq's solution](#)

854.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[nfssdq's solution](#)

855.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[nfssdq's solution](#)

856.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-25 · last AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[nfssdq's solution](#)

857.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math,

trees

[nfssdq's solution](#)

858.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp, matrices

[nfssdq's solution](#)

859.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: number theory

[nfssdq's solution](#)

860.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[nfssdq's solution](#)

861.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[nfssdq's solution](#)

862.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[nfssdq's solution](#)

863.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[nfssdq's solution](#)

864.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dp, implementation

[nfssdq's solution](#)

865.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[nfssdq's solution](#)

866.

529C

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

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[nfssdq's solution](#)

867.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dp, probabilities

[nfssdq's solution](#)

868.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: dfs and similar

[nfssdq's solution](#)

869.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-21 · last AC: 2015-01-21 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[nfssdq's solution](#)

870.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-25 · last AC: 2014-12-25 · GNU C++ (first AC) · Tags: data structures, dp, number theory

[nfssdq's solution](#)

871.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[nfssdq's solution](#)

872.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: dp, math, number theory

[nfssdq's solution](#)

873.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[nfssdq's solution](#)

874.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[nfssdq's solution](#)

875.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[nfssdq's solution](#)

876.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms

[nfssdq's solution](#)

877.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[nfssdq's solution](#)

878.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: constructive algorithms

[nfssdq's solution](#)

879.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: games, implementation

[nfssdq's solution](#)

880.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[nfssdq's solution](#)

881.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: data structures

[nfssdq's solution](#)

882.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2014-09-26 · last AC: 2014-09-26 · GNU C++ (first AC) · Tags: dp, math, probabilities

[nfssdq's solution](#)

883.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-29 · last AC: 2014-07-31 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[nfssdq's solution](#)

884.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-19 · last AC: 2014-07-20 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[nfssdq's solution](#)

885.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[nfssdq's solution](#)

886.

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

[nfssdq's solution](#)

887.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-06-03 · last AC: 2013-06-03 · GNU C++ (first AC) · Tags: flows, trees

[nfssdq's solution](#)

888.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: data structures, dp

[nfssdq's solution](#)

889.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[nfssdq's solution](#)

890.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[nfssdq's solution](#)

891.

687D

[Dividing Kingdom II · Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[nfssdq's solution](#)

892.

681E

[Runaway to a Shadow · Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: geometry, sortings

[nfssdq's solution](#)

893.

655F

[Cowslip Collections · Tutorial](#)

Rating: 2500 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[nfssdq's solution](#)

894.

613C

[Necklace · Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[nfssdq's solution](#)

895.

611F

[New Year and Cleaning · Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: binary search, implementation

[nfssdq's solution](#)

896.

610E

[Alphabet Permutations · Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, strings

[nfssdq's solution](#)

897.

605D

[Board Game · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[nfssdq's solution](#)

898.

594D

[REQ · Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[nfssdq's solution](#)

899.

580E

[Kefa and Watch · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-22 · last AC: 2015-09-30 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[nfssdq's solution](#)

900.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[nfssdq's solution](#)

901.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[nfssdq's solution](#)

902.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[nfssdq's solution](#)

903.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: data structures

[nfssdq's solution](#)

904.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-11-08 · GNU C++ (first AC) · Tags: data structures, greedy

[nfssdq's solution](#)

905.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-06 · last AC: 2014-11-06 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[nfssdq's solution](#)

906.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: dp

[nfssdq's solution](#)

907.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: combinatorics, math

[nfssdq's solution](#)

908.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math

[nfssdq's solution](#)

909.

438C

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

Rating: 2500 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp, geometry

[nfssdq's solution](#)

910.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: dp, matrices

[nfssdq's solution](#)

911.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: brute force, data structures

[nfssdq's solution](#)

912.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[nfssdq's solution](#)

913.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: data structures

[nfssdq's solution](#)

914.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: binary search, brute force, data structures

[nfssdq's solution](#)

915.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[nfssdq's solution](#)

916.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[nfssdq's solution](#)

917.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nfssdq's solution](#)

918.

1949J

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

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[nfssdq's solution](#)

919.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[nfssdq's solution](#)

920.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[nfssdq's solution](#)

921.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[nfssdq's solution](#)

922.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures
[nfssdq's solution](#)

923.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-24 · last AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[nfssdq's solution](#)

924.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers
[nfssdq's solution](#)

925.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-17 · last AC: 2016-04-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[nfssdq's solution](#)

926.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[nfssdq's solution](#)

927.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[nfssdq's solution](#)

928.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy
[nfssdq's solution](#)

929.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[nfssdq's solution](#)

930.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees
[nfssdq's solution](#)

931.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: 2-sat, greedy
[nfssdq's solution](#)

932.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[nfssdq's solution](#)

933.

528C

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

Rating: 2600 · first AC: 2015-03-19 · last AC: 2015-03-20 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[nfssdq's solution](#)

934.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[nfssdq's solution](#)

935.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: data structures, trees

[nfssdq's solution](#)

936.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: implementation, math

[nfssdq's solution](#)

937.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[nfssdq's solution](#)

938.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: dp, graphs

[nfssdq's solution](#)

939.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: math, number theory

[nfssdq's solution](#)

940.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: data structures, math

[nfssdq's solution](#)

941.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[nfssdq's solution](#)

942.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[nfssdq's solution](#)

943.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nfssdq's solution](#)

944.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp, matrices

[nfssdq's solution](#)

945.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: flows

[nfssdq's solution](#)

946.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: dp, hashing

[nfssdq's solution](#)

947.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: combinatorics, dp

[nfssdq's solution](#)

948.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: data structures

[nfssdq's solution](#)

949.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation

[nfssdq's solution](#)

950.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[nfssdq's solution](#)

951.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[nfssdq's solution](#)

952.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[nfssdq's solution](#)

953.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-09 · last AC: 2015-06-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[nfssdq's solution](#)

954.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[nfssdq's solution](#)

955.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: flows

[nfssdq's solution](#)

956.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[nfssdq's solution](#)

957.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[nfssdq's solution](#)

958.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: data structures, strings

[nfssdq's solution](#)

959.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-02-29 · last AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[nfssdq's solution](#)

960.

106208H

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[nfssdq's solution](#)

961.

106208C

[Max Person](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[nfssdq's solution](#)

962.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[nfssdq's solution](#)

963.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[nfssdq's solution](#)

964.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[nfssdq's solution](#)

965.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[nfssdq's solution](#)

966.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

967.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

968.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

969.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

970.

100825H

[Trick Shot](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

971.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

972.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

973.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —

[nfssdq's solution](#)

974.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

975.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

976.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

977.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

978.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

979.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

980.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

981.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

982.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

983.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

984.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

985.

100285G

[Cipher Message 3](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

986.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

987.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

988.

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

989.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

990.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

991.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

992.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

993.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

994.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

995.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

996.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

997.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

998.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

999.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1000.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1001.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1002.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1003.

100624E

[Word equations](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1004.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1005.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · last AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1006.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1007.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1008.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1009.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

1010.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

1011.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: —
[nfssdq's solution](#)

1012.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-03 · GNU C++0x (first AC) · Tags: —
[nfssdq's solution](#)

1013.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1014.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1015.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1016.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1017.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1018.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1019.

100523I

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

Rating: — · first AC: 2014-11-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1020.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1021.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1022.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1023.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-26 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1024.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1025.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1026.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1027.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1028.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1029.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1030.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1031.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1032.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1033.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1034.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1035.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1036.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1037.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1038.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1039.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1040.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1041.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: combinatorics, math

[nfssdq's solution](#)

1042.

100503D

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

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1043.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1044.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1045.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1046.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1047.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1048.

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1049.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1050.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)

1051.

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1052.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1053.

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1054.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1055.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1056.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1057.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1058.

100497K

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

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1059.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1060.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1061.

100495C

[I need some help!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1062.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1063.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1064.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1065.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1066.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1067.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1068.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1069.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1070.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1071.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1072.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1073.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1074.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1075.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1076.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1077.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1078.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1079.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1080.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1081.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1082.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1083.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1084.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-27 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1085.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1086.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1087.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1088.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1089.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1090.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-26 · last AC: 2014-04-19 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1091.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-04 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1092.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1093.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1094.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[nfssdq's solution](#)

1095.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —

[nfssdq's solution](#)**1096.**

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

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