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Unique solved — niquefa diego

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

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

Filters: none

Count: 1,020

1.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-14 · Rust 2024 (first AC) · Tags: greedy, implementation, math
[niquefa diego's solution](#)

2.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: greedy, implementation
[niquefa diego's solution](#)

3.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-12-03 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math
[niquefa diego's solution](#)

4.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[niquefa diego's solution](#)

5.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-24 · Rust 2024 (first AC) · Tags: greedy, implementation, sortings
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6.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-16 · Rust 2024 (first AC) · Tags: brute force, greedy, math, sortings
[niquefa diego's solution](#)

7.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-11-06 · GNU C11 (first AC) · Tags: math
[niquefa diego's solution](#)

8.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[niquefa diego's solution](#)

9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[niquefa diego's solution](#)

10.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C# 10 (first AC) · Tags: greedy, implementation, math, number theory
[niquefa_diego's solution](#)

11.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,238 global accepts · Rating: 800 · first AC: 2024-10-13 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[niquefa_diego's solution](#)

12.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[niquefa_diego's solution](#)

13.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-12 · C# 10 (first AC) · Tags: constructive algorithms, games
[niquefa_diego's solution](#)

14.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-05 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
[niquefa_diego's solution](#)

15.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-05 · Python 3 (first AC) · Tags: bitmasks, brute force
[niquefa_diego's solution](#)

16.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[niquefa_diego's solution](#)

17.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

18.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[niquefa_diego's solution](#)

19.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

20.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2018-09-25 · Ruby (first AC) · Tags: implementation
[niquefa_diego's solution](#)

21.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

22.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[niquefa_diego's solution](#)

23.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-10 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[niquefa_diego's solution](#)

24.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[niquefa_diego's solution](#)

25.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

26.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2018-02-08 · Python 3 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

27.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[niquefa_diego's solution](#)

28.

785A

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

Quality: 110,978 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[niquefa_diego's solution](#)

29.

822A

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

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[niquefa_diego's solution](#)

30.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[niquefa_diego's solution](#)

31.

802G1

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

Quality: 8,148 global accepts · Rating: 800 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: implementation, strings

[niquefa_diego's solution](#)

- 32.**
811A
[Vladik and Courtesy](#) · [Tutorial](#)
Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · Java 8 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)
- 33.**
794A
[Bank Robbery](#) · [Tutorial](#)
Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)
- 34.**
796A
[Buying A House](#) · [Tutorial](#)
Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)
- 35.**
112A
[Petya and Strings](#) · [Tutorial](#)
Quality: 287,320 global accepts · Rating: 800 · first AC: 2016-09-23 · last AC: 2017-01-02 · Kotlin 1.4 (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)
- 36.**
747A
[Display Size](#) · [Tutorial](#)
Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · Kotlin 1.4 (first AC) · Tags: brute force, math
[niquefa_diego's solution](#)
- 37.**
266B
[Queue at the School](#) · [Tutorial](#)
Quality: 166,118 global accepts · Rating: 800 · first AC: 2016-09-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[niquefa_diego's solution](#)
- 38.**
681A
[A Good Contest](#) · [Tutorial](#)
Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)
- 39.**
71A
[Way Too Long Words](#) · [Tutorial](#)
Quality: 503,391 global accepts · Rating: 800 · first AC: 2016-05-22 · Python 2 (first AC) · Tags: strings
[niquefa_diego's solution](#)
- 40.**
664A
[Complicated GCD](#) · [Tutorial](#)
Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-19 · Python 2 (first AC) · Tags: math, number theory
[niquefa_diego's solution](#)
- 41.**
618A
[Slime Combining](#) · [Tutorial](#)
Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)
- 42.**
617A
[Elephant](#) · [Tutorial](#)
Quality: 249,206 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math
[niquefa_diego's solution](#)

43.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

44.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: brute force
[niquefa_diego's solution](#)

45.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[niquefa_diego's solution](#)

46.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,560 global accepts · Rating: 800 · first AC: 2015-03-08 · GNU C (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

47.

513A

[Game](#) · [Tutorial](#)

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

48.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · Python 3 (first AC) · Tags: math, number theory
[niquefa_diego's solution](#)

49.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,226 global accepts · Rating: 800 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

50.

467A

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

Quality: 155,974 global accepts · Rating: 800 · first AC: 2014-09-19 · Python 3 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

51.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2014-09-09 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

52.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

53.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

54.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

55.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2014-07-05 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

56.

443A

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

Quality: 112,091 global accepts · Rating: 800 · first AC: 2014-07-04 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation
[niquefa_diego's solution](#)

57.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,250 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

58.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: constructive algorithms, implementation
[niquefa_diego's solution](#)

59.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2013-11-03 · FPC (first AC) · Tags: implementation
[niquefa_diego's solution](#)

60.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

61.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[niquefa_diego's solution](#)

62.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

63.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

64.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: math, probabilities
[niquefa_diego's solution](#)

65.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2010-04-13 · GNU C++ (first AC) · Tags: brute force, math
[niquefa_diego's solution](#)

66.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-26 · Rust 2024 (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

67.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-15 · Rust 2024 (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

68.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,938 global accepts · Rating: 900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers
[niquefa_diego's solution](#)

69.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[niquefa_diego's solution](#)

70.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[niquefa_diego's solution](#)

71.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings
[niquefa_diego's solution](#)

72.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

73.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

74.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2018-02-11 · last AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

75.

299B

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

Quality: 6,441 global accepts · Rating: 900 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

76.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,788 global accepts · Rating: 900 · first AC: 2018-02-10 · Python 3 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

77.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

78.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[niquefa_diego's solution](#)

79.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[niquefa_diego's solution](#)

80.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

81.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 900 · first AC: 2016-12-19 · Kotlin 1.4 (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

82.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[niquefa_diego's solution](#)

83.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

84.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: greedy
[niquefa_diego's solution](#)

85.

580A

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

Quality: 104,711 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[niquefa_diego's solution](#)

86.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-05 · last AC: 2015-08-10 · GNU C++11 (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

87.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

88.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-21 · Java 8 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

89.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

90.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,718 global accepts · Rating: 900 · first AC: 2014-10-07 · Python 3 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

91.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-15 · Python 2 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

92.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2014-08-21 · Java 7 (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

93.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

94.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: brute force, geometry
[niquefa_diego's solution](#)

95.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[niquefa_diego's solution](#)

96.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[niquefa_diego's solution](#)

97.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2012-01-26 · GNU C++ (first AC) · Tags: math, number theory
[niquefa_diego's solution](#)

- 98.**
115A
[Party](#) · [Tutorial](#)
Quality: 43,367 global accepts · Rating: 900 · first AC: 2011-09-15 · last AC: 2011-10-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[niquefa_diego's solution](#)
- 99.**
96A
[Football](#) · [Tutorial](#)
Quality: 193,686 global accepts · Rating: 900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)
- 100.**
94A
[Restoring Password](#) · [Tutorial](#)
Quality: 12,268 global accepts · Rating: 900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation, strings
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- 101.**
10A
[Power Consumption Calculation](#) · [Tutorial](#)
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[niquefa_diego's solution](#)
- 102.**
2176B
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Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-15 · Rust 2024 (first AC) · Tags: bitmasks, greedy, strings
[niquefa_diego's solution](#)
- 103.**
1844B
[Permutations & Primes](#) · [Tutorial](#)
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[niquefa_diego's solution](#)
- 104.**
1036A
[Function Height](#) · [Tutorial](#)
Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-12 · Ruby (first AC) · Tags: math
[niquefa_diego's solution](#)
- 105.**
1023B
[Pair of Toys](#) · [Tutorial](#)
Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: math
[niquefa_diego's solution](#)
- 106.**
299A
[Ksusha and Array](#) · [Tutorial](#)
Quality: 9,462 global accepts · Rating: 1000 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, number theory, sortings
[niquefa_diego's solution](#)
- 107.**
888B
[Buggy Robot](#) · [Tutorial](#)
Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[niquefa_diego's solution](#)
- 108.**
822B
[Crossword solving](#) · [Tutorial](#)
Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[niquefa_diego's solution](#)

109.

816A

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

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

110.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[niquefa_diego's solution](#)

111.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-14 · Kotlin 1.4 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

112.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2016-09-23 · Kotlin 1.4 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

113.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2016-09-23 · Kotlin 1.4 (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

114.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

115.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

116.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings
[niquefa_diego's solution](#)

117.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

118.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

119.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math
[niquefa_diego's solution](#)

120.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,188 global accepts · Rating: 1000 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: geometry, sortings
[niquefa_diego's solution](#)

121.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,848 global accepts · Rating: 1000 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

122.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

123.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-09-15 · Python 2 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

124.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-15 · Python 2 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

125.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-07-29 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

126.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings
[niquefa_diego's solution](#)

127.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

128.

450A

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

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

129.

435A

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

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-07-05 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

130.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1000 · first AC: 2014-07-05 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

131.

400A

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

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

132.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

133.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

134.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math
[niquefa_diego's solution](#)

135.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy, math
[niquefa_diego's solution](#)

136.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: greedy, shortest paths
[niquefa_diego's solution](#)

137.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2010-03-30 · GNU C++ (first AC) · Tags: math
[niquefa_diego's solution](#)

138.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-06 · Rust 2024 (first AC) · Tags: dp, greedy, math
[niquefa_diego's solution](#)

139.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-15 · Rust 2024 (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

140.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[niquefa_diego's solution](#)

141.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-27 · Clang++17 Diagnostics (first AC) · Tags: combinatorics, math, sortings, two pointers

[niquefa_diego's solution](#)

142.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[niquefa_diego's solution](#)

143.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[niquefa_diego's solution](#)

144.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

145.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-25 · Ruby (first AC) · Tags: geometry

[niquefa_diego's solution](#)

146.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-04 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

147.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2018-06-10 · Kotlin 1.4 (first AC) · Tags: sortings, strings

[niquefa_diego's solution](#)

148.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[niquefa_diego's solution](#)

149.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2018-02-12 · Python 3 (first AC) · Tags: greedy, hashing, strings

[niquefa_diego's solution](#)

150.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[niquefa_diego's solution](#)

151.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[niquefa_diego's solution](#)

152.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[niquefa_diego's solution](#)

153.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[niquefa_diego's solution](#)

154.

799A

[Carrot Cakes](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

155.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-30 · Kotlin 1.4 (first AC) · Tags: implementation, math

[niquefa_diego's solution](#)

156.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-14 · Kotlin 1.4 (first AC) · Tags: math

[niquefa_diego's solution](#)

157.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[niquefa_diego's solution](#)

158.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

159.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[niquefa_diego's solution](#)

160.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[niquefa_diego's solution](#)

161.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[niquefa_diego's solution](#)

162.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[niquefa_diego's solution](#)

163.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[niquefa_diego's solution](#)

164.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

165.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

166.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[niquefa_diego's solution](#)

167.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-04-10 · Java 7 (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

168.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

169.

467B

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

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2014-09-19 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[niquefa_diego's solution](#)

170.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

171.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2014-05-27 · GNU C++0x (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

172.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

173.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[niquefa_diego's solution](#)

174.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

175.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

176.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,986 global accepts · Rating: 1100 · first AC: 2013-03-23 · Java 6 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

177.

285A

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

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

178.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

179.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math
[niquefa_diego's solution](#)

180.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings
[niquefa_diego's solution](#)

181.

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
[niquefa_diego's solution](#)

182.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2012-10-14 · Python 2 (first AC) · Tags: brute force, geometry, math
[niquefa_diego's solution](#)

183.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[niquefa_diego's solution](#)

184.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, sortings
[niquefa_diego's solution](#)

185.

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

186.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: 1100 · first AC: 2010-08-02 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

187.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[niquefa_diego's solution](#)

188.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-04 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math
[niquefa_diego's solution](#)

189.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: greedy, math
[niquefa_diego's solution](#)

190.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[niquefa_diego's solution](#)

191.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[niquefa_diego's solution](#)

192.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy
[niquefa_diego's solution](#)

193.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[niquefa_diego's solution](#)

194.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[niquefa_diego's solution](#)

195.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special
[niquefa_diego's solution](#)

196.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

197.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[niquefa_diego's solution](#)

198.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[niquefa_diego's solution](#)

199.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2018-02-10 · Python 3 (first AC) · Tags: greedy

[niquefa_diego's solution](#)

200.

216A

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

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2018-02-10 · Python 3 (first AC) · Tags: implementation, math

[niquefa_diego's solution](#)

201.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[niquefa_diego's solution](#)

202.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-03 · Java 8 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

203.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: greedy, sortings

[niquefa_diego's solution](#)

204.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · Java 8 (first AC) · Tags: implementation, sortings

[niquefa_diego's solution](#)

205.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[niquefa_diego's solution](#)

206.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

207.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-04-05 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory
[niquefa_diego's solution](#)

208.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[niquefa_diego's solution](#)

209.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[niquefa_diego's solution](#)

210.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: greedy, sortings
[niquefa_diego's solution](#)

211.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[niquefa_diego's solution](#)

212.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[niquefa_diego's solution](#)

213.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[niquefa_diego's solution](#)

214.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math, strings
[niquefa_diego's solution](#)

215.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

216.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2014-10-08 · Python 3 (first AC) · Tags: binary search, implementation
[niquefa_diego's solution](#)

217.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: implementation

[niquefa_diego's solution](#)

218.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: greedy, sortings

[niquefa_diego's solution](#)

219.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, implementation

[niquefa_diego's solution](#)

220.

459A

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

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: implementation

[niquefa_diego's solution](#)

221.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation

[niquefa_diego's solution](#)

222.

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[niquefa_diego's solution](#)

223.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[niquefa_diego's solution](#)

224.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2014-05-27 · GNU C++0x (first AC) · Tags: dp, implementation, sortings

[niquefa_diego's solution](#)

225.

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: brute force, implementation, schedules

[niquefa_diego's solution](#)

226.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: constructive algorithms, math, number theory

[niquefa_diego's solution](#)

227.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-11 · Java 7 (first AC) · Tags: implementation, math

[niquefa_diego's solution](#)

228.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-16 · FPC (first AC) · Tags: math

[niquefa_diego's solution](#)

229.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-16 · last AC: 2013-07-16 · FPC (first AC) · Tags: brute force, dp, implementation

[niquefa_diego's solution](#)

230.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[niquefa_diego's solution](#)

231.

285B

[Find Marble](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

232.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[niquefa_diego's solution](#)

233.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, strings

[niquefa_diego's solution](#)

234.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, implementation, math

[niquefa_diego's solution](#)

235.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2010-04-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[niquefa_diego's solution](#)

236.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-15 · Rust 2024 (first AC) · Tags: greedy, sortings

[niquefa_diego's solution](#)

237.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-29 · Rust 2024 (first AC) · Tags: binary search, greedy, two pointers

[niquefa_diego's solution](#)

238.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-18 · Rust 2024 (first AC) · Tags: dp, greedy, math, two pointers

[niquefa_diego's solution](#)

239.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-21 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[niquefa_diego's solution](#)

240.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C# 10 (first AC) · Tags: binary search, greedy, math

[niquefa_diego's solution](#)

241.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-15 · C# 10 (first AC) · Tags: dp, greedy, implementation, math

[niquefa_diego's solution](#)

242.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[niquefa_diego's solution](#)

243.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-15 · Mono C# (first AC) · Tags: greedy, implementation

[niquefa_diego's solution](#)

244.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[niquefa_diego's solution](#)

245.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[niquefa_diego's solution](#)

246.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: greedy

[niquefa_diego's solution](#)

247.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[niquefa_diego's solution](#)

248.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

249.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

250.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

251.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

252.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[niquefa_diego's solution](#)

253.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[niquefa_diego's solution](#)

254.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: games, greedy, implementation

[niquefa_diego's solution](#)

255.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: greedy, math

[niquefa_diego's solution](#)

256.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2018-02-10 · Python 3 (first AC) · Tags: dp, greedy, math, number theory

[niquefa_diego's solution](#)

257.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2018-02-08 · Python 3 (first AC) · Tags: greedy, implementation

[niquefa_diego's solution](#)

258.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[niquefa_diego's solution](#)

259.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[niquefa_diego's solution](#)

260.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

261.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1300 · first AC: 2017-05-15 · last AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[niquefa_diego's solution](#)

262.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[niquefa_diego's solution](#)

263.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-04-05 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[niquefa_diego's solution](#)

264.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[niquefa_diego's solution](#)

265.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · Kotlin 1.4 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

266.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[niquefa_diego's solution](#)

267.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[niquefa_diego's solution](#)

268.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[niquefa_diego's solution](#)

269.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[niquefa_diego's solution](#)

270.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[niquefa_diego's solution](#)

271.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[niquefa_diego's solution](#)

272.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[niquefa_diego's solution](#)

273.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

274.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2015-05-22 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[niquefa_diego's solution](#)

275.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · Python 3 (first AC) · Tags: —

[niquefa_diego's solution](#)

276.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: implementation, sortings

[niquefa_diego's solution](#)

277.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: implementation

[niquefa_diego's solution](#)

278.

462B

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

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2014-09-15 · last AC: 2014-09-15 · Python 2 (first AC) · Tags: greedy

[niquefa_diego's solution](#)

279.

459B

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

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings

[niquefa_diego's solution](#)

280.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-07-29 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[niquefa_diego's solution](#)

281.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation, sortings

[niquefa_diego's solution](#)

282.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: implementation, math

[niquefa_diego's solution](#)

283.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: implementation, number theory
[niquefa_diego's solution](#)

284.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation
[niquefa_diego's solution](#)

285.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: implementation, sortings
[niquefa_diego's solution](#)

286.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings
[niquefa_diego's solution](#)

287.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

288.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[niquefa_diego's solution](#)

289.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers
[niquefa_diego's solution](#)

290.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math
[niquefa_diego's solution](#)

291.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[niquefa_diego's solution](#)

292.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force
[niquefa_diego's solution](#)

293.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, combinatorics
[niquefa_diego's solution](#)

294.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2012-01-27 · GNU C++ (first AC) · Tags: implementation

[niquefa_diego's solution](#)

295.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation

[niquefa_diego's solution](#)

296.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[niquefa_diego's solution](#)

297.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: graphs, implementation, math

[niquefa_diego's solution](#)

298.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy

[niquefa_diego's solution](#)

299.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math

[niquefa_diego's solution](#)

300.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: implementation, two pointers

[niquefa_diego's solution](#)

301.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[niquefa_diego's solution](#)

302.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: implementation

[niquefa_diego's solution](#)

303.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2010-08-02 · GNU C++ (first AC) · Tags: brute force

[niquefa_diego's solution](#)

304.

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2010-04-13 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[niquefa_diego's solution](#)

305.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-06 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[niquefa_diego's solution](#)

306.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-12-04 · Rust 2024 (first AC) · Tags: dp, games, greedy

[niquefa_diego's solution](#)

307.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-26 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[niquefa_diego's solution](#)

308.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C# 10 (first AC) · Tags: binary search, math, sortings, two pointers

[niquefa_diego's solution](#)

309.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[niquefa_diego's solution](#)

310.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

311.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

312.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-05 · last AC: 2018-07-05 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

313.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-04 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

314.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[niquefa_diego's solution](#)

315.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2018-02-12 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math, strings
[niquefa_diego's solution](#)

316.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[niquefa_diego's solution](#)

317.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[niquefa_diego's solution](#)

318.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[niquefa_diego's solution](#)

319.

802J1

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

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[niquefa_diego's solution](#)

320.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[niquefa_diego's solution](#)

321.

799B

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Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[niquefa_diego's solution](#)

322.

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[niquefa_diego's solution](#)

323.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

324.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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325.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2016-09-23 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation
[niquefa_diego's solution](#)

326.

272B

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

Quality: 4,290 global accepts · Rating: 1400 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

327.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-07-28 · last AC: 2016-06-14 · GNU C++ (first AC) · Tags: sortings
[niquefa_diego's solution](#)

328.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

329.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[niquefa_diego's solution](#)

330.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: greedy
[niquefa_diego's solution](#)

331.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: math
[niquefa_diego's solution](#)

332.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math
[niquefa_diego's solution](#)

333.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2015-03-08 · GNU C (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[niquefa_diego's solution](#)

334.

514B

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

Quality: 22,640 global accepts · Rating: 1400 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math
[niquefa_diego's solution](#)

335.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[niquefa_diego's solution](#)

336.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[niquefa_diego's solution](#)

337.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: implementation, strings

[niquefa_diego's solution](#)

338.

445B

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

Quality: 14,765 global accepts · Rating: 1400 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, greedy

[niquefa_diego's solution](#)

339.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2013-03-04 · last AC: 2014-07-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[niquefa_diego's solution](#)

340.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[niquefa_diego's solution](#)

341.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: greedy, sortings

[niquefa_diego's solution](#)

342.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: data structures, implementation

[niquefa_diego's solution](#)

343.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[niquefa_diego's solution](#)

344.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[niquefa_diego's solution](#)

345.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[niquefa_diego's solution](#)

346.

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[niquefa_diego's solution](#)

347.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[niquefa_diego's solution](#)

348.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[niquefa_diego's solution](#)

349.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[niquefa_diego's solution](#)

350.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-18 · Rust 2024 (first AC) · Tags: binary search, implementation, math, number theory

[niquefa_diego's solution](#)

351.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[niquefa_diego's solution](#)

352.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-15 · Mono C# (first AC) · Tags: greedy, math, number theory

[niquefa_diego's solution](#)

353.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[niquefa_diego's solution](#)

354.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

355.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

356.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[niquefa_diego's solution](#)

357.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2018-03-27 · last AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number

theory

[niquefa_diego's solution](#)

358.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[niquefa_diego's solution](#)

359.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: games, greedy

[niquefa_diego's solution](#)

360.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[niquefa_diego's solution](#)

361.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[niquefa_diego's solution](#)

362.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[niquefa_diego's solution](#)

363.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-06-03 · Java 8 (first AC) · Tags: binary search, sortings

[niquefa_diego's solution](#)

364.

790A

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

Rating: 1500 · first AC: 2017-05-26 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[niquefa_diego's solution](#)

365.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[niquefa_diego's solution](#)

366.

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[niquefa_diego's solution](#)

367.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: greedy

[niquefa_diego's solution](#)

368.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[niquefa_diego's solution](#)

369.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[niquefa_diego's solution](#)

370.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[niquefa_diego's solution](#)

371.

555A

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

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

[niquefa_diego's solution](#)

372.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-03-08 · GNU C (first AC) · Tags: math, strings

[niquefa_diego's solution](#)

373.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[niquefa_diego's solution](#)

374.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[niquefa_diego's solution](#)

375.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[niquefa_diego's solution](#)

376.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[niquefa_diego's solution](#)

377.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-21 · Java 7 (first AC) · Tags: brute force, implementation, math, number theory

[niquefa_diego's solution](#)

378.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[niquefa_diego's solution](#)

379.

403A

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

Rating: 1500 · first AC: 2014-07-08 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[niquefa_diego's solution](#)

380.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-07-04 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[niquefa_diego's solution](#)

381.

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

382.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[niquefa_diego's solution](#)

383.

400C

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

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: implementation, math

[niquefa_diego's solution](#)

384.

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

[niquefa_diego's solution](#)

385.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2013-10-21 · GNU C++ (first AC) · Tags: data structures, dsu

[niquefa_diego's solution](#)

386.

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

[niquefa_diego's solution](#)

387.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-30 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[niquefa_diego's solution](#)

388.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[niquefa_diego's solution](#)

389.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[niquefa_diego's solution](#)

390.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-03-25 · GNU C++ (first AC) · Tags: dp, number theory
[niquefa_diego's solution](#)

391.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2013-03-17 · Java 6 (first AC) · Tags: strings
[niquefa_diego's solution](#)

392.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · Java 7 (first AC) · Tags: brute force, two pointers
[niquefa_diego's solution](#)

393.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings
[niquefa_diego's solution](#)

394.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation, strings
[niquefa_diego's solution](#)

395.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-10-21 · GNU C++ (first AC) · Tags: greedy, sortings
[niquefa_diego's solution](#)

396.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures
[niquefa_diego's solution](#)

397.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings
[niquefa_diego's solution](#)

398.

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy
[niquefa_diego's solution](#)

399.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[niquefa_diego's solution](#)

400.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation
[niquefa_diego's solution](#)

401.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: hashing, implementation

[niquefa_diego's solution](#)

402.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-27 · Rust 2024 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[niquefa_diego's solution](#)

403.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[niquefa_diego's solution](#)

404.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

405.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[niquefa_diego's solution](#)

406.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-18 · Mono C# (first AC) · Tags: greedy, implementation, math

[niquefa_diego's solution](#)

407.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-12 · Ruby (first AC) · Tags: greedy, two pointers

[niquefa_diego's solution](#)

408.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-12 · Ruby (first AC) · Tags: math

[niquefa_diego's solution](#)

409.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[niquefa_diego's solution](#)

410.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[niquefa_diego's solution](#)

411.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[niquefa_diego's solution](#)

412.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[niquefa_diego's solution](#)

413.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[niquefa_diego's solution](#)

414.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special
[niquefa_diego's solution](#)

415.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: geometry, implementation
[niquefa_diego's solution](#)

416.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[niquefa_diego's solution](#)

417.

932C

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

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

418.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2018-02-12 · Python 3 (first AC) · Tags: greedy, math, sortings
[niquefa_diego's solution](#)

419.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation
[niquefa_diego's solution](#)

420.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

421.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[niquefa_diego's solution](#)

422.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[niquefa_diego's solution](#)

423.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[niquefa_diego's solution](#)

424.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[niquefa_diego's solution](#)

425.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[niquefa_diego's solution](#)

426.

822C

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

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[niquefa_diego's solution](#)

427.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[niquefa_diego's solution](#)

428.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[niquefa_diego's solution](#)

429.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-03 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[niquefa_diego's solution](#)

430.

793B

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

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

[niquefa_diego's solution](#)

431.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-30 · Kotlin 1.4 (first AC) · Tags: data structures, dp, two pointers

[niquefa_diego's solution](#)

432.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[niquefa_diego's solution](#)

433.

741A

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

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[niquefa_diego's solution](#)

434.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-09-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, implementation
[niquefa_diego's solution](#)

435.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,844 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[niquefa_diego's solution](#)

436.

657A

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

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

437.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2016-01-29 · last AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[niquefa_diego's solution](#)

438.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation
[niquefa_diego's solution](#)

439.

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
[niquefa_diego's solution](#)

440.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation
[niquefa_diego's solution](#)

441.

568A

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

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[niquefa_diego's solution](#)

442.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[niquefa_diego's solution](#)

443.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2015-06-21 · Java 7 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[niquefa_diego's solution](#)

444.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

445.

512A

[Fox And Names](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

446.

243A

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

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: bitmasks

[niquefa_diego's solution](#)

447.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[niquefa_diego's solution](#)

448.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-07-29 · GNU C++0x (first AC) · Tags: dp

[niquefa_diego's solution](#)

449.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[niquefa_diego's solution](#)

450.

343B

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

Quality: 17,319 global accepts · Rating: 1600 · first AC: 2014-07-10 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[niquefa_diego's solution](#)

451.

343A

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

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2014-07-10 · GNU C++0x (first AC) · Tags: math, number theory

[niquefa_diego's solution](#)

452.

445C

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

Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: graphs, greedy

[niquefa_diego's solution](#)

453.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[niquefa_diego's solution](#)

454.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math
[niquefa_diego's solution](#)

455.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2014-03-27 · GNU C++0x (first AC) · Tags: implementation
[niquefa_diego's solution](#)

456.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-27 · GNU C++0x (first AC) · Tags: implementation, math
[niquefa_diego's solution](#)

457.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: binary search, brute force
[niquefa_diego's solution](#)

458.

372A

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

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2013-12-23 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings, two pointers
[niquefa_diego's solution](#)

459.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation
[niquefa_diego's solution](#)

460.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings
[niquefa_diego's solution](#)

461.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: games, math, number theory
[niquefa_diego's solution](#)

462.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: implementation
[niquefa_diego's solution](#)

463.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy
[niquefa_diego's solution](#)

464.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[niquefa_diego's solution](#)

465.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[niquefa_diego's solution](#)

466.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[niquefa_diego's solution](#)

467.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory

[niquefa_diego's solution](#)

468.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[niquefa_diego's solution](#)

469.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[niquefa_diego's solution](#)

470.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[niquefa_diego's solution](#)

471.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: implementation, math

[niquefa_diego's solution](#)

472.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-17 · last AC: 2025-11-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[niquefa_diego's solution](#)

473.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-31 · last AC: 2025-11-01 · GNU C11 (first AC) · Tags: constructive algorithms, implementation, interactive

[niquefa_diego's solution](#)

474.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[niquefa_diego's solution](#)

475.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-21 · C# 10 (first AC) · Tags: binary search, dp, graphs, shortest paths
[niquefa_diego's solution](#)

476.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[niquefa_diego's solution](#)

477.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[niquefa_diego's solution](#)

478.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation, trees
[niquefa_diego's solution](#)

479.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[niquefa_diego's solution](#)

480.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[niquefa_diego's solution](#)

481.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special
[niquefa_diego's solution](#)

482.

305B

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

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

483.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2018-02-10 · Python 3 (first AC) · Tags: dfs and similar, implementation
[niquefa_diego's solution](#)

484.

896A

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

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[niquefa_diego's solution](#)

485.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[niquefa_diego's solution](#)

486.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[niquefa_diego's solution](#)

487.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[niquefa_diego's solution](#)

488.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-30 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math
[niquefa_diego's solution](#)

489.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2016-09-23 · last AC: 2017-01-02 · Kotlin 1.4 (first AC) · Tags: dp
[niquefa_diego's solution](#)

490.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · Kotlin 1.4 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings
[niquefa_diego's solution](#)

491.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-24 · Kotlin 1.4 (first AC) · Tags: dp, implementation, math
[niquefa_diego's solution](#)

492.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2016-06-24 · Mono C# (first AC) · Tags: dfs and similar, graphs, shortest paths
[niquefa_diego's solution](#)

493.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings
[niquefa_diego's solution](#)

494.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[niquefa_diego's solution](#)

495.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, sortings
[niquefa_diego's solution](#)

496.

634C

[Factory Repairs](#) · [Tutorial](#)

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

497.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[niquefa_diego's solution](#)

498.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[niquefa_diego's solution](#)

499.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2016-01-12 · Java 8 (first AC) · Tags: brute force, math, number theory, strings

[niquefa_diego's solution](#)

500.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[niquefa_diego's solution](#)

501.

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

[niquefa_diego's solution](#)

502.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: brute force

[niquefa_diego's solution](#)

503.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[niquefa_diego's solution](#)

504.

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

[niquefa_diego's solution](#)

505.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[niquefa_diego's solution](#)

506.

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

[niquefa_diego's solution](#)

507.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: geometry, math

[niquefa_diego's solution](#)

508.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: binary search, implementation, math

[niquefa_diego's solution](#)

509.

471C

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

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: binary search, brute force, greedy, math

[niquefa_diego's solution](#)

510.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-15 · Python 2 (first AC) · Tags: greedy, strings

[niquefa_diego's solution](#)

511.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[niquefa_diego's solution](#)

512.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: math

[niquefa_diego's solution](#)

513.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[niquefa_diego's solution](#)

514.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math

[niquefa_diego's solution](#)

515.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2013-07-19 · last AC: 2014-07-05 · Java 7 (first AC) · Tags: combinatorics, math

[niquefa_diego's solution](#)

516.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2014-07-05 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[niquefa_diego's solution](#)

517.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-27 · last AC: 2014-07-05 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[niquefa_diego's solution](#)

518.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-07-03 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation
[niquefa_diego's solution](#)

519.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers
[niquefa_diego's solution](#)

520.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: implementation, sortings
[niquefa_diego's solution](#)

521.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation
[niquefa_diego's solution](#)

522.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation
[niquefa_diego's solution](#)

523.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2013-04-26 · last AC: 2013-04-26 · Java 6 (first AC) · Tags: dp, graphs, shortest paths
[niquefa_diego's solution](#)

524.

287B

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Quality: 11,542 global accepts · Rating: 1700 · first AC: 2013-03-23 · Java 6 (first AC) · Tags: binary search, math
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525.

283B

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Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs
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526.

279C

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Quality: 8,925 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
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527.

213A

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Quality: 1,889 global accepts · Rating: 1700 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy
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528.

225C

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Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices
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529.

223A

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Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: data structures, expression parsing,

implementation

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530.

202C

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Quality: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: binary search, math

[niquefa_diego's solution](#)

531.

202B

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Quality: 857 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: brute force

[niquefa_diego's solution](#)

532.

94C

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533.

2176D

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534.

2032D

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535.

2022C

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536.

1338B

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537.

1062D

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[niquefa_diego's solution](#)

538.

1063B

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Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[niquefa_diego's solution](#)

539.

1010B

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Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, interactive

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540.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory
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541.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
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542.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, geometry, math
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543.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: greedy, sortings
[niquefa_diego's solution](#)

544.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2018-02-10 · Python 3 (first AC) · Tags: greedy
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545.

917A

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546.

706D

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Quality: 12,595 global accepts · Rating: 1800 · first AC: 2017-07-15 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
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547.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[niquefa_diego's solution](#)

548.

822D

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549.

813B

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Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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550.

802A1

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Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: greedy

[niquefa_diego's solution](#)

551.

802A2

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Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: data structures, greedy

[niquefa_diego's solution](#)

552.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

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553.

799C

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

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554.

271D

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Quality: 14,016 global accepts · Rating: 1800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, strings

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555.

747D

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[niquefa_diego's solution](#)

556.

585A

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[niquefa_diego's solution](#)

557.

664B

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Rating: 1800 · first AC: 2016-04-19 · Python 2 (first AC) · Tags: greedy

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558.

652D

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559.

652C

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Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

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560.

623A

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561.

584D

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562.

580D

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563.

551B

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Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
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564.

533E

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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
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565.

513G1

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566.

513B2

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567.

478C

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568.

471D

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569.

459D

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570.

420B

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571.

452B

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572.

448D

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573.

403B

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574.

442B

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575.

434A

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576.

351A

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577.

333B

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578.

256B

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579.

220B

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580.

132C

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581.

105B

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582.

89A

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583.

2022D1

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584.

1063C

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585.

999D

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586.

993B

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587.

981D

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588.

682D

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817D

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590.

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591.

811C

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592.

808D

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593.

803D

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594.

803C

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595.

744B

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596.

463D

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597.

656A

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598.

653C

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599.

650B

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600.

633C

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601.

463C

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602.

582B

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603.

437D

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[niquefa_diego's solution](#)

604.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math

[niquefa_diego's solution](#)

605.

568B

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[niquefa_diego's solution](#)

606.

232B

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607.

549D

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

[niquefa_diego's solution](#)

608.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[niquefa_diego's solution](#)

609.

536B

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

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

[niquefa_diego's solution](#)

610.

534D

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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

[niquefa_diego's solution](#)

611.

512B

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

[niquefa_diego's solution](#)

612.

496D

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Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: binary search

[niquefa_diego's solution](#)

613.

190D

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Quality: 2,661 global accepts · Rating: 1900 · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: two pointers

[niquefa_diego's solution](#)

614.

472D

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615.

459E

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616.

459C

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

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617.

455B

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Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
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618.

420C

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619.

452D

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620.

448C

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Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy
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621.

343C

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622.

388B

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623.

372B

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624.

367B

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625.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities
[niquefa_diego's solution](#)

626.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-19 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[niquefa_diego's solution](#)

627.

319B

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

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation
[niquefa_diego's solution](#)

628.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
[niquefa_diego's solution](#)

629.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2013-03-17 · Java 6 (first AC) · Tags: brute force, combinatorics, number theory
[niquefa_diego's solution](#)

630.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory
[niquefa_diego's solution](#)

631.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: combinatorics, dp
[niquefa_diego's solution](#)

632.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2013-02-09 · GNU C++ (first AC) · Tags: graphs, shortest paths
[niquefa_diego's solution](#)

633.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp
[niquefa_diego's solution](#)

634.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings
[niquefa_diego's solution](#)

635.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[niquefa_diego's solution](#)

636.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[niquefa_diego's solution](#)

637.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[niquefa_diego's solution](#)

638.

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: graphs, shortest paths

[niquefa_diego's solution](#)

639.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2010-08-03 · GNU C++ (first AC) · Tags: graphs, shortest paths

[niquefa_diego's solution](#)

640.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2010-08-02 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[niquefa_diego's solution](#)

641.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-04 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[niquefa_diego's solution](#)

642.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[niquefa_diego's solution](#)

643.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[niquefa_diego's solution](#)

644.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[niquefa_diego's solution](#)

645.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[niquefa_diego's solution](#)

646.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy

[niquefa_diego's solution](#)

647.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: dp

[niquefa_diego's solution](#)

648.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[niquefa_diego's solution](#)

649.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: geometry, math

[niquefa_diego's solution](#)

650.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[niquefa_diego's solution](#)

651.

896B

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

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[niquefa_diego's solution](#)

652.

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[niquefa_diego's solution](#)

653.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[niquefa_diego's solution](#)

654.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[niquefa_diego's solution](#)

655.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[niquefa_diego's solution](#)

656.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[niquefa_diego's solution](#)

657.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · Kotlin 1.4 (first AC) · Tags: dp, games
[niquefa_diego's solution](#)

658.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-15 · last AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[niquefa_diego's solution](#)

659.

664C

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

Rating: 2000 · first AC: 2016-04-19 · Python 2 (first AC) · Tags: greedy
[niquefa_diego's solution](#)

660.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special
[niquefa_diego's solution](#)

661.

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
[niquefa_diego's solution](#)

662.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices
[niquefa_diego's solution](#)

663.

611D

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

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-31 · last AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[niquefa_diego's solution](#)

664.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: data structures, schedules
[niquefa_diego's solution](#)

665.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings
[niquefa_diego's solution](#)

666.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[niquefa_diego's solution](#)

667.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[niquefa_diego's solution](#)

668.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-05-22 · Java 8 (first AC) · Tags: graphs, greedy, shortest paths

[niquefa_diego's solution](#)

669.

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

[niquefa_diego's solution](#)

670.

514C

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

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[niquefa_diego's solution](#)

671.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[niquefa_diego's solution](#)

672.

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

[niquefa_diego's solution](#)

673.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[niquefa_diego's solution](#)

674.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[niquefa_diego's solution](#)

675.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: brute force, math

[niquefa_diego's solution](#)

676.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2014-09-09 · GNU C++0x (first AC) · Tags: dp, math

[niquefa_diego's solution](#)

677.

453B

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

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[niquefa_diego's solution](#)

678.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: math

[niquefa_diego's solution](#)

679.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2014-07-19 · last AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[niquefa_diego's solution](#)

680.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: brute force, data structures, greedy

[niquefa_diego's solution](#)

681.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2014-07-05 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[niquefa_diego's solution](#)

682.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

[niquefa_diego's solution](#)

683.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[niquefa_diego's solution](#)

684.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: bitmasks, dp

[niquefa_diego's solution](#)

685.

314C

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

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2014-03-27 · GNU C++0x (first AC) · Tags: data structures, dp

[niquefa_diego's solution](#)

686.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2014-03-27 · GNU C++0x (first AC) · Tags: binary search, dfs and similar, strings

[niquefa_diego's solution](#)

687.

400D

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

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: dsu, graphs, shortest paths

[niquefa_diego's solution](#)

688.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: games, greedy, sortings
[niquefa_diego's solution](#)

689.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: binary search, math
[niquefa_diego's solution](#)

690.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings
[niquefa_diego's solution](#)

691.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp
[niquefa_diego's solution](#)

692.

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: dp, strings
[niquefa_diego's solution](#)

693.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: dp
[niquefa_diego's solution](#)

694.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: bitmasks, data structures
[niquefa_diego's solution](#)

695.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-11-01 · last AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[niquefa_diego's solution](#)

696.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[niquefa_diego's solution](#)

697.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[niquefa_diego's solution](#)

698.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees
[niquefa_diego's solution](#)

699.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices
[niquefa_diego's solution](#)

700.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[niquefa_diego's solution](#)

701.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[niquefa_diego's solution](#)

702.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, geometry
[niquefa_diego's solution](#)

703.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2018-02-11 · Python 3 (first AC) · Tags: brute force, implementation
[niquefa_diego's solution](#)

704.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2014-07-10 · last AC: 2017-08-20 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, trees
[niquefa_diego's solution](#)

705.

840B

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

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

706.

802J2

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

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: dp, trees
[niquefa_diego's solution](#)

707.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: math
[niquefa_diego's solution](#)

708.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[niquefa_diego's solution](#)

709.

790B

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

Rating: 2100 · first AC: 2017-05-27 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[niquefa_diego's solution](#)

710.

799D

[Field expansion](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

711.

793D

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

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

[niquefa_diego's solution](#)

712.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-30 · last AC: 2017-03-30 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs

[niquefa_diego's solution](#)

713.

218D

[Blackboard Fibonacci](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: implementation

[niquefa_diego's solution](#)

714.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[niquefa_diego's solution](#)

715.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[niquefa_diego's solution](#)

716.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dp, games

[niquefa_diego's solution](#)

717.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[niquefa_diego's solution](#)

718.

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

[niquefa_diego's solution](#)

719.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2015-03-09 · last AC: 2015-03-09 · GNU C (first AC) · Tags: games, greedy, implementation

[niquefa_diego's solution](#)

720.

499E

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

Rating: 2100 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

721.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[niquefa_diego's solution](#)

722.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2014-10-03 · GNU C++0x (first AC) · Tags: binary search, geometry

[niquefa_diego's solution](#)

723.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-14 · GNU C++0x (first AC) · Tags: combinatorics, dp

[niquefa_diego's solution](#)

724.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[niquefa_diego's solution](#)

725.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · last AC: 2014-09-09 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[niquefa_diego's solution](#)

726.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[niquefa_diego's solution](#)

727.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-13 · GNU C++0x (first AC) · Tags: data structures, ternary search

[niquefa_diego's solution](#)

728.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[niquefa_diego's solution](#)

729.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer

[niquefa_diego's solution](#)

730.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: binary search, bitmasks, data structures
[niquefa_diego's solution](#)

731.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-23 · last AC: 2013-12-23 · GNU C++0x (first AC) · Tags: data structures, dp, math

[niquefa_diego's solution](#)

732.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[niquefa_diego's solution](#)

733.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · last AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[niquefa_diego's solution](#)

734.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[niquefa_diego's solution](#)

735.

1C

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

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2013-07-24 · last AC: 2013-07-24 · GNU C++ (first AC) · Tags: geometry, math

[niquefa_diego's solution](#)

736.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[niquefa_diego's solution](#)

737.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[niquefa_diego's solution](#)

738.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp

[niquefa_diego's solution](#)

739.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2012-01-27 · GNU C++ (first AC) · Tags: implementation

[niquefa_diego's solution](#)

740.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[niquefa_diego's solution](#)

741.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[niquefa_diego's solution](#)

742.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[niquefa_diego's solution](#)

743.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[niquefa_diego's solution](#)

744.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[niquefa_diego's solution](#)

745.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[niquefa_diego's solution](#)

746.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[niquefa_diego's solution](#)

747.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[niquefa_diego's solution](#)

748.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[niquefa_diego's solution](#)

749.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[niquefa_diego's solution](#)

750.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[niquefa_diego's solution](#)

751.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2017-06-05 · last AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[niquefa_diego's solution](#)

752.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-30 · Java 8 (first AC) · Tags: constructive algorithms, strings

[niquefa_diego's solution](#)

753.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · last AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[niquefa_diego's solution](#)

754.

804C

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[niquefa_diego's solution](#)

755.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2016-09-10 · last AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[niquefa_diego's solution](#)

756.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-20 · Python 2 (first AC) · Tags: dfs and similar, graphs

[niquefa_diego's solution](#)

757.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[niquefa_diego's solution](#)

758.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[niquefa_diego's solution](#)

759.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[niquefa_diego's solution](#)

760.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[niquefa_diego's solution](#)

761.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[niquefa_diego's solution](#)

762.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[niquefa_diego's solution](#)

763.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-08-15 · last AC: 2015-08-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[niquefa_diego's solution](#)

764.

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

[niquefa_diego's solution](#)

765.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[niquefa_diego's solution](#)

766.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: games

[niquefa_diego's solution](#)

767.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[niquefa_diego's solution](#)

768.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy

[niquefa_diego's solution](#)

769.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: dp, matrices

[niquefa_diego's solution](#)

770.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2014-08-24 · GNU C++0x (first AC) · Tags: binary search, data structures

[niquefa_diego's solution](#)

771.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[niquefa_diego's solution](#)

772.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2014-07-29 · GNU C++0x (first AC) · Tags: data structures

[niquefa_diego's solution](#)

773.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[niquefa_diego's solution](#)

774.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-07-21 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees

[niquefa_diego's solution](#)

775.

403C

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

Rating: 2200 · first AC: 2014-07-08 · GNU C++0x (first AC) · Tags: graphs, math

[niquefa_diego's solution](#)

776.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, geometry

[niquefa_diego's solution](#)

777.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: bitmasks, greedy

[niquefa_diego's solution](#)

778.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation, trees

[niquefa_diego's solution](#)

779.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[niquefa_diego's solution](#)

780.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-03 · Java 7 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[niquefa_diego's solution](#)

781.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, math

[niquefa_diego's solution](#)

782.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: bitmasks, dp
[niquefa_diego's solution](#)

783.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-10-20 · GNU C++ (first AC) · Tags: math
[niquefa_diego's solution](#)

784.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C# 10 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[niquefa_diego's solution](#)

785.

1087E

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

Rating: 2300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[niquefa_diego's solution](#)

786.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[niquefa_diego's solution](#)

787.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[niquefa_diego's solution](#)

788.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math
[niquefa_diego's solution](#)

789.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[niquefa_diego's solution](#)

790.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers
[niquefa_diego's solution](#)

791.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2017-07-04 · last AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
[niquefa_diego's solution](#)

792.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[niquefa_diego's solution](#)

793.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-03 · Java 8 (first AC) · Tags: games, trees
[niquefa_diego's solution](#)

794.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search
[niquefa_diego's solution](#)

795.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[niquefa_diego's solution](#)

796.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2017-04-29 · last AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[niquefa_diego's solution](#)

797.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings
[niquefa_diego's solution](#)

798.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-30 · last AC: 2017-03-30 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths
[niquefa_diego's solution](#)

799.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[niquefa_diego's solution](#)

800.

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
[niquefa_diego's solution](#)

801.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-06 · last AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[niquefa_diego's solution](#)

802.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: combinatorics, dp
[niquefa_diego's solution](#)

803.

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
[niquefa_diego's solution](#)

804.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings
[niquefa_diego's solution](#)

805.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-07-30 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees
[niquefa_diego's solution](#)

806.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2014-07-25 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory
[niquefa_diego's solution](#)

807.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-07-08 · GNU C++0x (first AC) · Tags: combinatorics, dp
[niquefa_diego's solution](#)

808.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: data structures, dp
[niquefa_diego's solution](#)

809.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-20 · last AC: 2013-07-20 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle
[niquefa_diego's solution](#)

810.

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2013-04-22 · Java 6 (first AC) · Tags: binary search, greedy, implementation
[niquefa_diego's solution](#)

811.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[niquefa_diego's solution](#)

812.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-01 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy,

implementation, trees

[niquefa_diego's solution](#)

813.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-26 · Rust 2024 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[niquefa_diego's solution](#)

814.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-10 · C# 10 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[niquefa_diego's solution](#)

815.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dp

[niquefa_diego's solution](#)

816.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[niquefa_diego's solution](#)

817.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[niquefa_diego's solution](#)

818.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[niquefa_diego's solution](#)

819.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[niquefa_diego's solution](#)

820.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[niquefa_diego's solution](#)

821.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[niquefa_diego's solution](#)

822.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · last AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[niquefa_diego's solution](#)

823.

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

[niquefa_diego's solution](#)

824.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[niquefa_diego's solution](#)

825.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[niquefa_diego's solution](#)

826.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[niquefa_diego's solution](#)

827.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[niquefa_diego's solution](#)

828.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[niquefa_diego's solution](#)

829.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: data structures

[niquefa_diego's solution](#)

830.

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

[niquefa_diego's solution](#)

831.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: data structures

[niquefa_diego's solution](#)

832.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[niquefa_diego's solution](#)

833.

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: dp, two pointers

[niquefa_diego's solution](#)

834.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2014-08-04 · last AC: 2014-08-04 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[niquefa_diego's solution](#)

835.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2014-07-21 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[niquefa_diego's solution](#)

836.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: bitmasks, dp, math, probabilities

[niquefa_diego's solution](#)

837.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[niquefa_diego's solution](#)

838.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[niquefa_diego's solution](#)

839.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2013-09-20 · last AC: 2013-09-20 · GNU C++ (first AC) · Tags: geometry, implementation

[niquefa_diego's solution](#)

840.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-22 · GNU C++ (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

841.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2013-01-19 · Java 6 (first AC) · Tags: data structures, sortings

[niquefa_diego's solution](#)

842.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[niquefa_diego's solution](#)

843.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[niquefa_diego's solution](#)

844.

1087F

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

Rating: 2500 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

845.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: math

[niquefa_diego's solution](#)

846.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: data structures

[niquefa_diego's solution](#)

847.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy

[niquefa_diego's solution](#)

848.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[niquefa_diego's solution](#)

849.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-05-27 · Java 8 (first AC) · Tags: dp

[niquefa_diego's solution](#)

850.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · last AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[niquefa_diego's solution](#)

851.

804D

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

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

[niquefa_diego's solution](#)

852.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-01-30 · last AC: 2016-01-30 · GNU C++11 (first AC) · Tags: data structures, geometry

[niquefa_diego's solution](#)

853.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[niquefa_diego's solution](#)

854.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures,

implementation

[niquefa_diego's solution](#)

855.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: data structures

[niquefa_diego's solution](#)

856.

469E

[Hack it!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

857.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[niquefa_diego's solution](#)

858.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-07-04 · GNU C++0x (first AC) · Tags: data structures, greedy

[niquefa_diego's solution](#)

859.

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-10-16 · last AC: 2013-10-16 · GNU C++ (first AC) · Tags: dp, matrices

[niquefa_diego's solution](#)

860.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, data structures

[niquefa_diego's solution](#)

861.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: dp, matrices

[niquefa_diego's solution](#)

862.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-28 · last AC: 2013-07-28 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[niquefa_diego's solution](#)

863.

329D

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

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[niquefa_diego's solution](#)

864.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[niquefa_diego's solution](#)

865.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers
[niquefa_diego's solution](#)

866.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-05 · last AC: 2018-05-05 · GNU C++11 (first AC) · Tags: geometry
[niquefa_diego's solution](#)

867.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[niquefa_diego's solution](#)

868.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[niquefa_diego's solution](#)

869.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[niquefa_diego's solution](#)

870.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: data structures, dsu, graphs
[niquefa_diego's solution](#)

871.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[niquefa_diego's solution](#)

872.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[niquefa_diego's solution](#)

873.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[niquefa_diego's solution](#)

874.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[niquefa_diego's solution](#)

875.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: dp, strings
[niquefa_diego's solution](#)

876.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[niquefa_diego's solution](#)

877.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-28 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[niquefa_diego's solution](#)

878.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2014-07-29 · last AC: 2014-07-29 · GNU C++0x (first AC) · Tags: geometry

[niquefa_diego's solution](#)

879.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-07-04 · GNU C++0x (first AC) · Tags: data structures, trees

[niquefa_diego's solution](#)

880.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: geometry

[niquefa_diego's solution](#)

881.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2013-04-20 · Java 6 (first AC) · Tags: math

[niquefa_diego's solution](#)

882.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: geometry, math

[niquefa_diego's solution](#)

883.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[niquefa_diego's solution](#)

884.

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[niquefa_diego's solution](#)

885.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[niquefa_diego's solution](#)

886.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[niquefa_diego's solution](#)

887.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: data structures

[niquefa_diego's solution](#)

888.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[niquefa_diego's solution](#)

889.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-28 · last AC: 2016-02-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[niquefa_diego's solution](#)

890.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: binary search, dp

[niquefa_diego's solution](#)

891.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2014-03-28 · last AC: 2014-03-28 · GNU C++0x (first AC) · Tags: dp

[niquefa_diego's solution](#)

892.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2013-06-06 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu

[niquefa_diego's solution](#)

893.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[niquefa_diego's solution](#)

894.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[niquefa_diego's solution](#)

895.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,105 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[niquefa_diego's solution](#)

896.

2226A

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

Quality: 11,240 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[niquefa_diego's solution](#)

897.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

898.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

899.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

900.

101350L

[All's Wall That Ends Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

901.

101808D

[Simplified 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

902.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

903.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

904.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

905.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

906.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

907.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

908.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

909.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

910.

101350F

[Monkeying Around](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

911.

101350G

[Snake Rana](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

912.

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

913.

101350E

[Competitive Seagulls](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

914.

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

915.

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

916.

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · last AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

917.

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

918.

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

919.

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

920.

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

921.

101350A

[Sherlock Bones](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

922.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

923.

101498M

[Restore Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-15 · last AC: 2018-06-15 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

924.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

925.

100377J

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

Rating: — · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

926.

100377N

[Deputies on the tree \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · last AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

927.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2018-02-08 · last AC: 2018-02-08 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[niquefa_diego's solution](#)

928.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

929.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

930.

101667H

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

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

931.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

932.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

933.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

934.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

935.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

936.

100837F

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

Rating: — · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

937.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

938.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

939.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

940.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-10 · last AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[niquefa_diego's solution](#)

941.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

942.

100837A

[Everlasting...? · Tutorial](#)

Rating: — · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[niquefa_diego's solution](#)

943.

100199G

[Beautiful People · Tutorial](#)

Rating: — · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

944.

100199E

[Nice Patterns Strike Back · Tutorial](#)

Rating: — · first AC: 2016-07-12 · Java 8 (first AC) · Tags: —

[niquefa_diego's solution](#)

945.

100199C

[New Year Bonus Grant · Tutorial](#)

Rating: — · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

946.

100199A

[Chinese Girls' Amusement · Tutorial](#)

Rating: — · first AC: 2016-07-12 · Java 8 (first AC) · Tags: —

[niquefa_diego's solution](#)

947.

100199D

[Matrix Multiplication · Tutorial](#)

Rating: — · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

948.

100492F

[Free of Squares · Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

949.

100492G

[Gas Transportation · Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

950.

100492B

[Binary Suffix Array · Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

951.

100492I

[In Touch · Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

952.

100492H

[Handsome Division · Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

953.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · last AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

954.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

955.

100875D

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

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

956.

100875C

[Yachtzee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

957.

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

958.

100875A

[Coding Contest Creation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

959.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

960.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

961.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

962.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

963.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

964.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

965.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

966.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

967.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

968.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

969.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

970.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

971.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

972.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

973.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —
[niquefa_diego's solution](#)

974.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

975.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

976.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

977.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

978.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

979.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

980.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

981.

100418D

[BOPC](#) · [Tutorial](#)

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

[niquefa_diego's solution](#)

982.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-10 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

983.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-10 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

984.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-10 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)

985.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

986.

100202G

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

987.

100202D

[Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: —

[niquefa_diego's solution](#)

988.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-22 · Java 7 (first AC) · Tags: —

[niquefa_diego's solution](#)

989.

100324G

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

Rating: — · first AC: 2015-03-08 · last AC: 2015-03-08 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

990.

100324J

[Crossing the River](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

991.

100324I

[Princess Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

992.

100324A

[Almost Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

993.

100324D

[DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

994.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · Java 7 (first AC) · Tags: —

[niquefa_diego's solution](#)

995.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

996.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

997.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

998.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: data structures, graphs, trees

[niquefa_diego's solution](#)

999.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[niquefa_diego's solution](#)

1000.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1001.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1002.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-17 · last AC: 2014-11-17 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1003.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1004.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-16 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1005.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-16 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1006.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-16 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1007.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-16 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1008.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · Java 7 (first AC) · Tags: —

[niquefa_diego's solution](#)

1009.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —

[niquefa_diego's solution](#)

1010.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1011.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —

[niquefa_diego's solution](#)

1012.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1013.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-06 · GNU C++0x (first AC) · Tags: —

[niquefa_diego's solution](#)

1014.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2014-03-06 · GNU C++0x (first AC) · Tags: combinatorics, math, matrices

[niquefa_diego's solution](#)

1015.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)

1016.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)

1017.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)

1018.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)

1019.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)

1020.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: —

[niquefa_diego's solution](#)